THE NEW MAG FOR C64 GAMES FREAKS EVERYWHERE!

COMMODORE FORCE

ISSUE 1
JANUARY 1993
£2.95

PRINTED IN THE UK
01
9 770967 746006
europress IMPACT
CREATING 90s READING

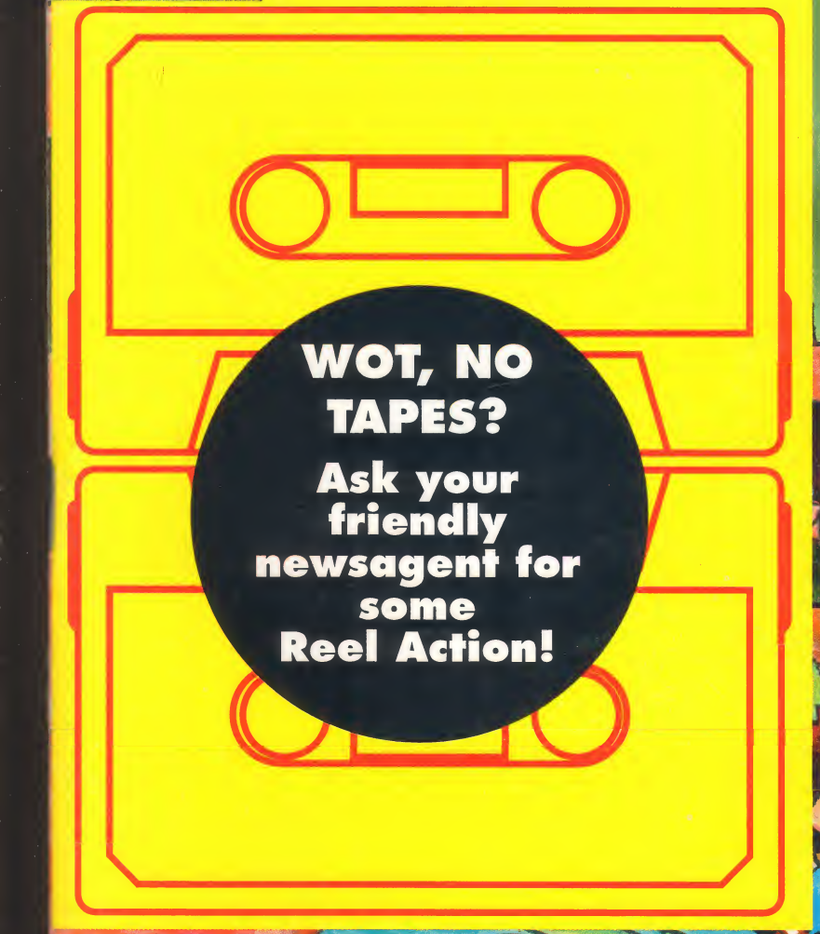
LEMMINGS!

ON THE C64!

See for yourself in our exclusive demo!

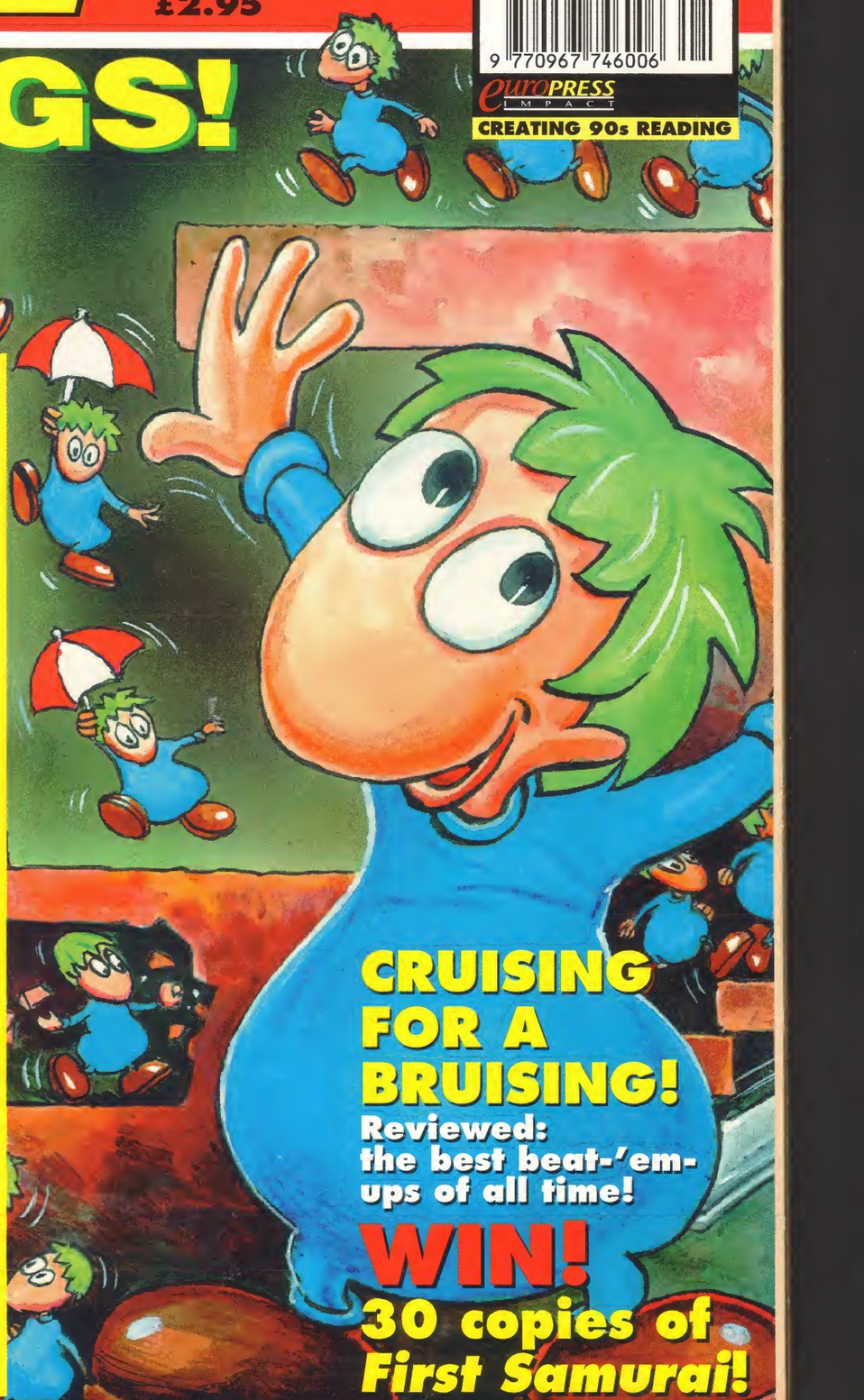
GET A LOAD OF THESE!

Two top-notch and fab coin-op conversions, a truly epic adventure, darts demo, three more great games. PLUS that incredible *Lemmings* demo!



WOT, NO TAPES?

Ask your friendly newsagent for some Reel Action!



CRUISING FOR A BRUISING!

Reviewed: the best beat-'em-ups of all time!

WIN!

30 copies of *First Samurai!*

CHAMPION CHEATS FOR: DOUBLE DRAGON III, TERMINATOR 2, FLIMBO'S QUEST AND LOADS MORE!

NOW A TOTAL MOUSE/ GRAPHICS PACKAGE FOR YOUR COMMODORE 64/128 AT A TRULY UNBEATABLE PRICE!!

DATEL Electronics

COMMODORE MOUSE SYSTEM

COMPLETE WITH OCP ADVANCED ART STUDIO

- **This Commodore Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.**
- **When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...**
- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it, etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode. • Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.

ONLY
£34.99
TOTAL PACKAGE INCLUDES MOUSE/ MOUSE MAT/HOLDER AND OCP ADVANCED ART STUDIO
PLEASE STATE IF YOU REQUIRE TAPE OR DISK

FREE!
MOUSE MAT AND MOUSE HOLDER
(WORTH £12.99) WITH EACH PACKAGE

LC 200 COLOUR PRINTER PACKAGE

NOW YOU CAN PRINT OUT YOUR PICTURES IN FULL COLOUR!

- The Star LC200 Colour Printer not only prints in Near Letter Quality for your regular jobs but also prints out your pictures from Art Studio, Action Replay, etc., in generous colour!
- LC200 is a full Centronics printer so it works with other computers (Amiga, ST, etc.).
- Made possible by Datel's unique colour printer driver - now you can have a hardcopy in up to 16 colours!!
- No more to buy.

PACKAGE INCLUDES STAR LC200 COLOUR PRINTER RRP £345.00
SPRINT 128 PRINTER INTERFACE RRP £29.99
DATEL COLOUR PRINTER DRIVER SOFTWARE RRP £19.99
NORMALLY £394.98
COMPLETE PACKAGE NOW ONLY £259.00

COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £19.99

- If you already have an LC10 or LC 200 Colour Printer we can supply the Driver separately.
- Works with Serial Version of LC10, Parallel Port, Sprint 128, etc.

1541 MKII DISK DRIVE

The 1541 Mk II is a superb quality Disk Drive specially designed for the Commodore 64/128.

TOTAL PACKAGE INCLUDES 6 GAMES
ONLY £149.99
ADD £5 IF NEXT DAY COURIER IS REQUIRED

OTHER COMMODORE ACCESSORIES

DATALUX

- 3 additional cartridge slots provided.
- Wear and tear on the original connector reduced.
- Switch provided for selecting between game cartridges rather than constant unplugging.
- Reset button built-in.

ONLY £16.99

SPRINT 128

- Full feature Centronics Printer Interface.
- Connect your 64/128 to a range of full size Centronics Parallel Printers.
- Easy to use - supports Commodore Graphics Set.
- Onboard Microprocessor Chip means no more programs to load.

ONLY £29.99

DATA RECORDER

- Quality Commodore compatible Data Recorder.
- Pause control.
- Three digit position counter.
- Counter reset.
- Comes complete - no more to buy!

ONLY £29.99

DATEL MIDI 64 INTERFACE PLUS ADVANCED MUSIC SYSTEM
ONLY £39.99
AVAILABLE ON DISK ONLY

- **The Advanced Music System may be the best MIDI/music package produced for the 64/128 offering a huge range of musical composition features & MIDI compatibility, with the Datel MIDI Interface you have the TOTAL MIDI SOLUTION!**

UNBEATABLE MIDI PACKAGE!!

DATEL Electronics Limited

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

DATEL ELECTRONICS

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

DATEL LONDON SHOP

222, TOTTENHAM COURT RD. LONDON, W1. TEL:071 5806460

THE ULTIMATE CARTRIDGE COMES OF AGE!

ONLY £34.99 POST FREE

THE ACTION REPLAY MK VI WILL LOAD A 200 BLOCK PROGRAM IN UNDER 6 SEC

THE MOST POWERFUL, FRIENDLY AND FEATURE PACKED UTILITY CARTRIDGE EVER CONCEIVED!

ACTION REPLAY MK VI

FOR CBM 64/128

- **TURBO LOADER -** Load 202 block program in under 6 seconds - world's fastest disk serial loader. On-board RAM and ROM achieves high loading speeds. Works with 1541/1571/Oceanic/1581.
- **INFINITE LIVES GENERATOR -** Automatic infinite lives!! Very easy to use, works with many programs. No user knowledge required.
- **PROF MACHINE CODE MONITOR -** Full 64K Freezer Monitor - examine ALL memory, including stack, I/O area and registers in their frozen state. Ideal for de-bugging or just for fun!
- **SPRITE CONTROL -** Freeze the action and view the sprites - watch the animation - customise your games - kill sprite collisions.
- **FREEZER FACILITY -** Now you can make your old slow loading programs load faster. Simply freeze the action and save to tape or disk to reload at superfast speed - no more waiting for programs to load.
- **DISK COPY -** Easy to use disk/file copier. Much faster than conventional methods. Ideal for backing up data disks.
- **TAPE TURBO -** This feature will add Turbo Reload to the programs that you save to tape - no user knowledge required.
- **FAST FORMAT -** Format an entire disk in about 10 seconds - no more messing about.
- **PRINTER DUMP -** Print out your frozen screen to printer - MPS 801, 803, Epson, Star, etc. - very versatile.
- **CENTRONICS INTERFACE -** For parallel printers, Star, Epson, etc. Print out listings with graphic characters etc. (Cable required for parallel port £12.99).
- **SCREEN EDITOR -** Now you can edit the entire frozen screen with this text editor - change names on high scores, etc. Great fun!!
- **EXTENDED TOOLKIT -** Many single stroke commands for Load, Save, Dir, etc. Plus range of extra commands, i.e. Auto Number, Old, Delete, Merge, Append, Linesave, etc.

GRAPHICS SUPPORT UTILITIES DISK

SLIDE SHOW - View your favourite screens in a slide show type display

BLOW UP - Unique utility allows you to take any part of a picture & "blow it up" to full screen size

SPRITE EDITOR - A complete sprite editor helps you to create or edit sprites

MESSAGE MAKER - Any screen captured with Action Replay or created with a graphics package can be turned into a scrolling screen message with music

ONLY £9.99

THE REVIEWERS SAID...

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. *THE CARTRIDGE KING!*"

COMMODORE DISK USER

WARNING 1988 COPYRIGHT ACT WARNING

Datel Electronics Ltd., neither condones or authorises the use of it's products for the reproduction of copyright material.

The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given.

It is illegal to make copies, even for your own use, of copyright material, without the clear permission of the copyright owner, or the licencee thereof.

DATEL Electronics LIMITED

HOW TO GET YOUR ORDER FAST!

ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO.....

DATEL ELECTRONICS

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292

TECHNICAL/CUSTOMER SERVICE 0782 744324

Access VISA SWITCH

24 HOUR MAIL ORDER HOTLINE

0782 744707

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs.

OR CALL AT OUR LONDON SHOP 222, TOTTENHAM COURT RD, LONDON, W1. TEL:071 580 6460

ARVI b

CONTENTS!

COMMODORE FORCE FULL

ISSUE 1 JANUARY 1993

REGULARS!

12 REVIEW OF THE MONTH
James and Phil eat their *First Samurai* burger with relish and then explain how it went down!

21 LLOYD MANGRAM'S MAIL BAG
...Is quite brown and uninteresting, but the contents are a laugh.

42 PUBLIC SECTOR
The very latest low-down on the Public Domain scene, provided by the Dutch dude himself, Remi Ebus!

6 WHAT'S HAPPENING?
Commodore launch a new machine, a new reviewer enters the scene, find out who's playing what on the team!

26 READER CHALLENGE
Fatty Phil throws down the gauntlet to *Micro-Prose Soccer* fans...

45 SUBSCRIBE!
...and reap the rewards! You know it makes most excellent (commercial) sense.

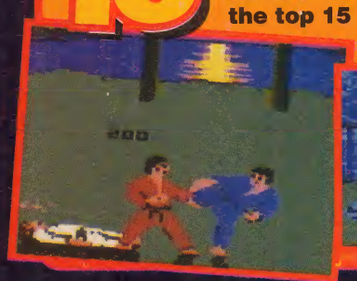
8 REEL ACTION
It's the instruction pages for all your favourite rip-roaring cover-mounted goodies.

27 THE TIPSTER
Chris Hayward provides pulsating playing guides for *Supremacy* and *Double Dragon III*, among many others.

46 TOP TON
Gallup's gargantuan guide to what's selling on the 64.

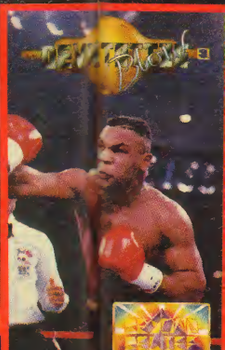
FEATURES!

16 LOOKING FOR A FIGHT, MATE?
James 'Hello Mum' Price reviews the top 15 beat-'em-ups money can buy.



34 LEMMINGS POSTER!
Oli Frey, with yet *another* masterpiece to adorn your bedroom wall.

36 I'M A BELIEVER
Jim Scott of Beyond Belief comes under the razor-sharp, eagle eyes of Ian 'Squeak' Osborne.



C-FORCE REVIEW INDEX!

48 WHATEVER NEXT?

We take an early look at Ocean's forthcoming blockbuster, *Cool World*.

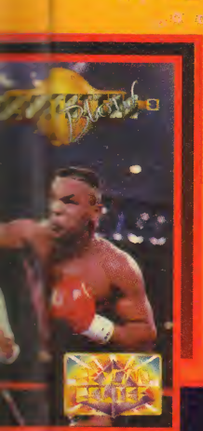
BOX TWENTY	50	POPEYE III	60
CAPTAIN DYNAMO	58	POSTMAN PAT	61
CRYSTAL KINGDOM		SOLO FLIGHT	53
DIZZY	52	SUPER ALL-STARS	51
FIRST SAMURAI *(HH)*	12	SWIV	55
HIDEOUS	54	TEST DRIVE II	62
HUDSON HAWK *(HH)*	59	TRIVIAL PURSUIT	56
PICTIONARY	56		

63 BASH YER BRAINS Nine out of ten adventurers prefer Bash (But only by a whisker! — Ed).

64 FORCEFIELD PLAZA Mail-order all your favourite goodies direct to your door!

66 FAST FORWARD Not a dry eye in the house as Issue One draws to a close... but what's in the sequal?

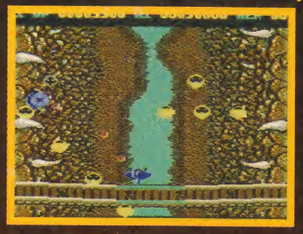
40 THE MIGHTY BRIAN Professor Brian Strain answers a plethora of technical problems and queries.



REEL ACTION

Those are not just tapes that you see attached to the cover of your blatantly wonderful COMMODORE FORCE magazine. They're the embodiment of beauty, lovingly crafted, and duplicated by Ablex. See page 8 for further instructions, but only if you can bring yourself to soil such perfection in your cassette recorder...

As for the contents:

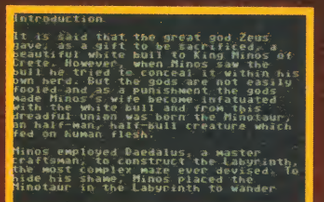


GEMINI WING: Frantic shoot-'em-up action from this former full-price coin-op conversion.

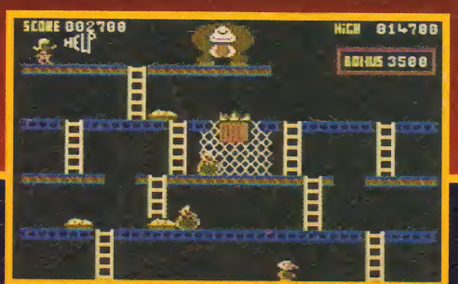
FRUIT BANK: Hit the jackpot without gambling away all of your pocket money.

CONTINENTAL CIRCUS: Become Nigel Mansell and win races around the world in this high-speed thriller.

BULLY'S SPORTING DARTS DEMO: Get on the oche with this heavyweight among sport sims.



THESEUS AND THE MINOTAUR: Epic mytho-logical adventure from Tony Collins.



SUPER KONG: Go bananas with this PD 'tribute' to the arcade classic!

LEMMINGS DEMO: Oh no! Those cute little chappies are dying to get onto your 64!

WHAT'S HA

HERE ARE THE ED LINES

Hello Force Fiends, and welcome to Issue One of COMMODORE FORCE Magazine. As you'll have no doubt gathered, we're committed to bringing you the very latest and greatest in C64 news and reviews, as well as providing not *some* of, but THE hottest gaming action on our monthly Reel Action cover cassettes.

As well as full, in-depth reviews of all the latest full-priced AND budget C64 games, we're determined to back the C64 to the hilt in these troubled times. Like some creeping menace from a 1950s 'B' movie, the consoles are slowly but surely taking over from home computers — and we're not about to stand back and allow this to happen without a fight!

With console cartridges costing anywhere up to £60 a pop, either the current recession is a myth (ho ho), or there are legions of spoiled brats with with money to burn (and parents prepared to help them with the matches). Compare, say, the cost and playability of a game like Kixx's *Swiv* (see p. 55), and any other console cart you'd care to mention. Okay, so you have to wait a while for the tape to load, but graphically the quality is on a par with any 8-bit console release. So, for a saving of £30+, a few minutes thumb-twiddling while the border flashes is a small price to pay.

Long live the 64!

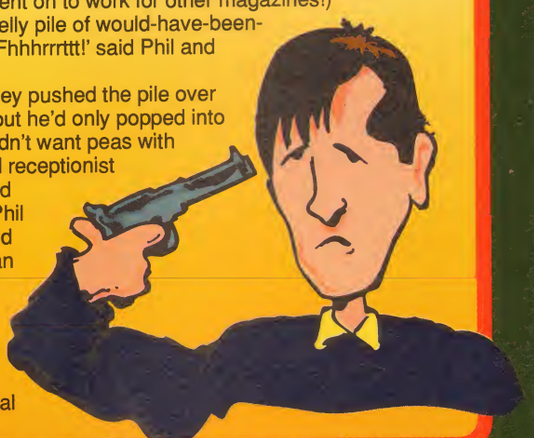
Steve

Steve Shields (Managing Editor)

WHO'S THAT MISERABLE-LOOKING GEEZER, THEN?

Steve and Phil were cleaning out the basement, moving the (dead) bodies of failed reviewers (and you thought they went on to work for other magazines!) when a croak issued from a particularly smelly pile of would-have-been-staff-writers. 'Help' said the disembodied voice. 'Fhhhrrrttt!' said Phil and Steve.

After regaining their wits (if not their dignity), they pushed the pile over and before them lay... Chris Hayward! It turned out he'd only popped into the offices to use the phone to tell his mum he didn't want peas with his dinner that night, but Carol, our evil, maniacal receptionist had (mistakenly) beaten him around the head and dumped his limp bod in the Europress Morgue. Phil cried openly at this tragic story, but Steve laughed more than he'd done after putting rabbit poo in Ian Osborne's sandwiches.



Eventually, everyone came to the conclusion that Chris is a very nice guy, coming from Shrewsbury (just like Mr Shields). Luckily, he'd seen the funny side (as had Steve) and so was invited to join the COMMODORE FORCE editorial crew... send fan mail to the usual address.

IN THE CLUB

Two more computer clubs have come to our attention. **The Info Club** is run by Mr T Moore, and works as a sort of information exchange service for just about anything to do with the Commodore scene. Just send your news, views, tips, etc., and a SAE to *The Info Club, 47 Portmore Close, Beaumont Leys, Leicester LE4 0QZ.*

Kode Graphics is more of an independent fanzine than a club, but we'll give 'em a free plug anyway. For details send a SAE to *Kode Graphics CBM64 Club, 36 Stretton Rd, Beacon Est, New Invention, Willenhall, West Mids WV12 5EJ.*

If you know of any more clubs, or run one yourself, please send us the details.

WHO'S PLAYING W

STEVE SHIELDS

● Ever since *Gemini Wing* wended its weary way into the office datasette recorder, I've had one hell of a time trying to dissuade the team from playing it. Not that I'm worried about their work suffering, it's just that I never seem to get my go! Ubi Soft's superb *First Samurai* has also had me welded to the monitor this month. It's spawny!

PHIL KING

● I love a good footy game, and there's none better than *MicroProse Soccer*. I've been playing it even more than usual, to prepare for my imminent Reader's Challenge. Other than that, *First Samurai*'s got me completely hooked — what a superb game.

APPENING?

BIG BROTHER

The C64's big brother has just got bigger. The Amiga 1200 is the latest addition to the ever-growing Commodore family with a new 32-bit chip set and an on-sale price of £399 pounds. The major improvement has to be its ability to use 260,000 colours on screen at any one time, from a palette of 16.8 million — making it graphically the most powerful 'home' computer available.

Commodore have also dispelled most of the worries of existing owners wishing to upgrade. They've boldly proclaimed the A1200 will be 60% compatible with existing software, and run 80% of all current releases (quite an astonishing figure for such different circuitry). Impressive it may be, but we still think they can't beat the 64 for incredible VFM.

MODEM MANIA

That much-loved (snigger) of companies, **British Telecom**, is set to improve its image no end. After the wonders of 0898 numbers, phonecard-only telephone boxes and those grating Maureen Lipman ads, comes a really useful offer. During November and December, all Sunday calls made between 3pm and midnight between any two points in the UK will be charged at local rate.

This is great news for modem maniacs who usually pay astronomical phone charges to connect to one of the many networks. And there's even better news for subscribers to **Silicon Village**. Launched from the ashes of Micronet (and retaining many of its services), the Village celebrates its first birthday on 7 November by waiving time charges for calls between 6am Sunday and 6am Monday.

In addition to its data services, Silicon Village runs a multi-user roleplaying game called ***Avatar***. There's a whole world to explore, solving puzzles and acquiring armour, weapons and spells. As well as its huge scale, the main difference to normal computer adventures is the ability to meet and chat with other player-controlled adventurers.

It's a novel experience certainly worth trying. For a free demonstration of *Avatar* and Silicon Village, set your comms software to Viewdata mode (7-E-1), call 081 759 6996 (multispeed) and log-in with customer identity 4444444444 and password 4444. For further information, write to *Microgame Ltd, 82 Byron Way, Ruislip Road, Northolt, Middlesex UB5 6AZ.*

COMMODORE FORCE

COMMODORE FORCE is Britain's biggest C64 mag — created by:
Europress Impact, Ludlow, Shropshire, SY8 1JW.

MAN ABOUT THE EDITORIAL

MANAGING EDITOR
Steve 'George Roper' Shields
DEPUTY EDITOR
Phil 'Mildred Roper' King
STAFF WRITERS
Chris 'Robin Tripp' Hayward
Ian 'Little Tristram' Osborne
James 'Blonde Jo' Price

ON THE BUSES DESIGN

SENIOR DESIGNER
Mark 'Stan Butler' Kendrick
SCANNING
Mike 'Blakey' Parkinson

RISING DAMP PRODUCTION

PRODUCTION MANAGER
Peter 'Rigsby' Smith
PRODUCTION ASSISTANT
Jackie 'Miss Jones' Morris
REPROGRAPHICS
Rob 'Long-haired lout' Millichamp

ARE YOU BEING SOLD?

ADVERTISING MANAGER
Sheila 'Mrs Slocombe' Jarvis
ADVERTISING SALES
Michelle 'Miss Brahms' Kendrick
Pete 'Mr Lucas' Raybould
ADVERTISING PRODUCTION
Jo 'Mrs Slocombe's Pussy' Lewis

GRACE AND COMMERCIAL FAVOUR

PUBLISHER
Eddie 'Capt. Peacock' McKendrick
PUBLISHING DIRECTOR
Roger 'Mr Rumbold' Kean
MANAGING DIRECTOR
Jonathan 'Young Mr Grace' Rignall
CIRCULATION DIRECTOR
David 'Mr Harmon' Wren
PR COORDINATOR
Neil 'Mr Humphries' Dyson

The editor's decision is final in all competitions. Full rules available on request.
We cannot undertake to return anything sent into COMMODORE FORCE unless accompanied by a stamped addressed envelope.

All trademarks and copyrights are recognised.
© 1992 Europress Impact.
No material may be reproduced without prior written consent.

Printed in the UK by BPCC Business Magazines (East Kilbride)
Distributed by **COMAG**
ISSN 0967 476X
COVER BY
Oli Frey

WHAT?

● Which games are the COMMODORE FORCE crew playing this month, and why...?

IAN OSBORNE

● I can't say I'm a major fan of vertically scrolling shoot-'em-ups (I see too many substandard *SEUCK*ed ones), but *Gemini Wing* grabbed me by the throat and refused to let go! Sure it's tough, and it's one-player-only when the arcade version was two, but it's still the spookiest blaster ever to grace a covertape!

JAMES PRICE

● *First Samurai, Crystal Kingdom Dizzy* are the best of the crop this month, and so I must admit to having let deadlines draw perilously close while playing them. Steve is, at this very moment, looming over me with a P45, but even the prospect of the dole queue can't drag me away from my eggs...

CHRIS HAYWARD

● Learning to drive is really quite tedious. Being told to slow down and not shout abuse at fellow road users is far too dull. However, the Highway Code doesn't apply to *Continental Circus*: It's speeding thrills galore, careering round hairpin bends while dodging and weaving round other (boy) racers. Magic! Now where are my L plates?

REEL ACTION

Just look at all these great games! There's that brill driver *Continental Circus*, blinding blaster *Gemini Wing*, a cracking adventure from the author of *Nythyhel*, and loads more besides — where else can you play fruit machines all day without losing a fortune? Stick with COMMODORE FORCE — it's the 'reel' thing!

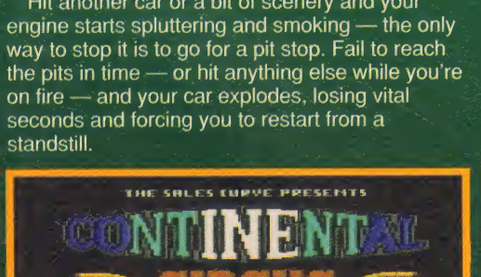
CONTINENTAL CIRCUS

● The Sales Curve

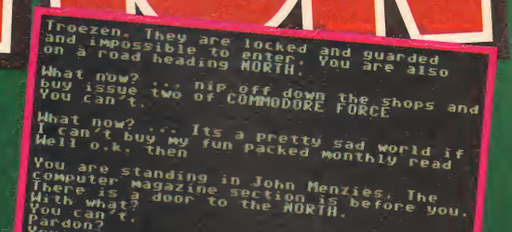
If you've never heard of *Continental Circus*, you've obviously not been near an arcade in the last few years. Driving games come and go, but *Continental Circus*'s high-speed action and spanky stereoscopic graphics (viewed through 3-D specs) made it a real winner. Obviously the stereo-vision couldn't make it to the C64, but the gameplay's as outstanding as ever.

Viewed from behind and slightly above, you must burn your way round the track, reaching the checkpoints before your time runs out. To continue you must not only complete the current circuit, but also reach a certain rank — there's no room for Sunday drivers here!

Hit another car or a bit of scenery and your engine starts spluttering and smoking — the only way to stop it is to go for a pit stop. Fail to reach the pits in time — or hit anything else while you're on fire — and your car explodes, losing vital seconds and forcing you to restart from a standstill.



Controls
Up — speed up
Down — brake
Left/Right — if this isn't blimmin' obvious, you're reading the wrong mag!
Fire — change gear



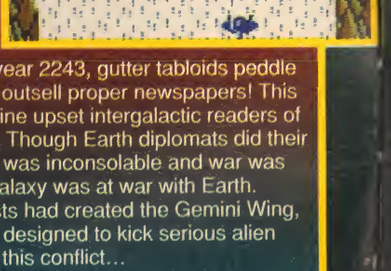
THESEUS AND THE MINOTAUR, PART 1

● The Guild

Legend has it that Zeus, divine ruler of Mount Olympus, home of the gods, gave a white sacrificial bull to king Minos. A greedy and deceitful ruler, Minos decided not to sacrifice it as intended, but to hide it among his own herd. Such was his folly — the gods aren't easily fooled, and Zeus (as a punishment) caused Minos' wife to become infatuated with the bull. From this dreadful union the Minotaur was born: a creature that was half-man and half-bull, and fed on human flesh!

Minos employed Daedalus to construct a labyrinth, the most complicated maze ever devised. To hide his shame, he put the Minotaur in the heart of the labyrinth, never to be seen by human eyes.

Meanwhile in Greece Aegeus, king of Athens, fell in love with a young maiden



DEALS ON REELS!

Great news! We're offering a great deal for disk users! Just send the Reel Action coupon and a cheque for £1.49 to: *Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD* and they'll send you a snappy COMMODORE FORCE Floppy, containing all this month's games. Please make cheques payable to Ablex Audio Visual. Now is that a good deal, or what?

STOP PRESS!

As a mega-special offer, the first 50 tape-to-disk applicants will get not only their COMMODORE FORCE Floppy, but also their cheque back! Better hurry though, the offer's going to be VERY popular!

Name.....
Address.....
.....**Postcode**.....

GEMINI WING

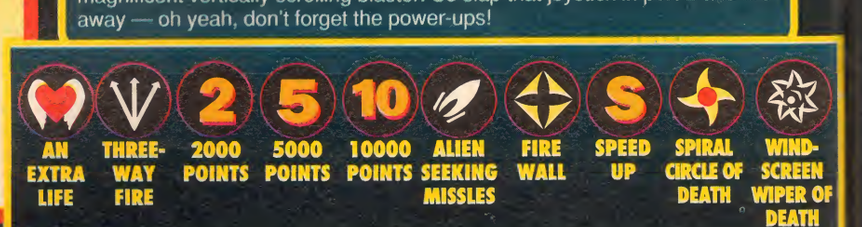
● The Sales Curve

'Die Mutant Alien Scum!'

Some things never change. Even in the year 2243, gutter tabloids peddle their xenophobic hysteria, and they still outsell proper newspapers! This time they've gone too far. The above headline upset intergalactic readers of the Soonday Spot, worst of the gutter rags. Though Earth diplomats did their utmost to repair the damage, alien outrage was inconsolable and war was declared. By lunchtime, every race in the galaxy was at war with Earth.

Little did they realise that Earth's scientists had created the Gemini Wing, a supa-dupa, roughie-toughie fighter plane designed to kick serious alien bottom! No prizes for guessing your role in this conflict...

As silly game plots go, this one takes the biscuit, but the game's a magnificent vertically scrolling blaster. So slap that joystick in port 2 and fire away — oh yeah, don't forget the power-ups!



called Aethra. It was not to be, and he eventually returned to Athens and married Medea — unknown to him, Aethra had borne a son, whom she called Theseus!

Theseus grew to be a strong and popular man. One day Aethra told him, 'You are the son of Aegeus, king of Athens. You must go to Athens and claim your rightful place in his home. Aegeus has hidden a sword and a pair of sandals as proof of your heritage, but beware — your journey will take you through the most hazardous parts of Greece. Farewell.' You play Theseus, the legendary Greek hero. Part One of this two-part adventure has you searching for the sword and sandals left by your father, then making your way to Greece. You'll meet certain characters en route, some benevolent, others not. Choose your weapons carefully, as using the wrong one against the wrong enemy could prove fatal. If you succeed in reaching Athens, you'll have to go through the infernal regions of Hades, where your lifelong friend Pirithious has been taken.

Theseus And The Minotaur accepts all the usual adventurish commands (TAKE, DROP, EXAMINE, LOOK, etc). As usual, compass directions can be abbreviated to their first letter. Look out for Part Two of this epic adventure next month!

SUPER KONG

● Public Domain

BLAST FROM THE PAST!

There's nothing like a gentle meander down nostalgia avenue — and this is *nothing* like a gentle meander! How many of you, we wonder, have ever seen *Donkey Kong* in the arcades? The Ed claims it was the very first game he ever completed, way back during his misspent youth (c. 1979), although he hasn't fared very well on this PD 'tribute' so far...

The plot couldn't be simpler: A giant ape has swiped yer missus — it's up to you to get her back. Four levels need to be carefully negotiated, each taking the form of a single screen. Accurate timing is essential if you are to avoid the barrels which hurtle towards you on the first screen, while pixel-perfect leaps and bounds should see you safely through the later levels. Climb the ladders, give fireballs a *very* wide birth and don't monkey about on the lifts!

TRIVIA NOTE: The original *Donkey Kong* suffered the same fate as *Continental Circus* when being translated into English. The *Circus* of *Continental Circus* should have read *Circuit*, while *Kong*'s Donkey of the title should have been (obviously) a *Monkey*. Ah well, such is rife!

SEND FOR HELP

Stuck already? Send a SAE to Tony Collins at *760 Tyburn Rd, Erdington, Birmingham.* Don't bother phoning the COMMODORE FORCE offices, as we won't be able to help.

FRUIT BANK

● PAL Developments

With more features than a yuppie's digital watch, and more fruit than Pete Beale's market stall, *Fruit Bank* is the undisputed heavyweight champ of computerised one-armed bandits!

FEATURES

START
If you don't know what this does, there's no hope for you!

HOLD
When 'HOLD' is flashing, prevent one or more reels from spinning by moving the marker and pressing fire to freeze/unfreeze it.

GAMBLE
After a win you can opt to gamble — if successful you'll get more dosh; if not you'll get less or even lose it all! It's also used when the fruit bank's full, to select SPIN-A-WIN, NUDGES, STOP-A-REEL or CASH PLUS, and to gamble for nudges.

FEATURE HOLD
On some of the fruit symbols is a number — if this stops on the win line, the fruit-bank accumulator at the top of the screen is advanced. A fruit with '?' on it causes the indicator to move up and down the letters — try and STOP it on the last letter, filling the fruit bank.

When filled, select either SPIN-A-WIN, NUDGES, CASH PLUS or STOP-A-REEL.

When FEATURE HOLD is lit, the fruit bank doesn't reset itself on the next press.

COLLECT
Collects any cash or nudge wins.

STOP-A-REEL
The first reel spins, and you must stop it on the required symbol, causing the other two to advance to the nearest winning combination.

CASH PLUS
Whenever a '£' symbol appears on the win line, 10p is added to the CASH PLUS bank on the left of the screen. Selecting the CASH PLUS option gambles some or all of the bank. This option is repeatable.

NUDGES
Select this option and the nudge bank flashes. Pressing fire gives the highlighted number of nudges. To nudge a reel up or down, move to the top or bottom of that reel and press fire.

Note: The first winning combination counts.

CONTROL
Joystick in port 2.

COMMODORE FORCE REEL ACTION #2

PACKAGING AND CONTENTS © EUROPRESS IMPACT LTD. NOT TO BE SOLD WITHOUT THE MAGAZINE. ● SUPER KONG — PD. ● BULLY'S SPORTING DARTS DEMO © 1992 ALTERNATIVE SOFTWARE. ● THESEUS AND THE MINOTAUR © 1992 THE GUILD. ● FRUIT BANK © 1992 PAL DEVELOPMENTS.

COMMODORE FORCE REEL ACTION #1

PACKAGING AND CONTENTS © EUROPRESS IMPACT LTD. NOT TO BE SOLD WITHOUT THE MAGAZINE. ● CONTINENTAL CIRCUS & GEMINI WING © 1992 THE SALES CURVE. ● LEMMINGS DEMO © 1992 PSYGNOSIS LTD.

BULLY'S SPORTING DARTS

● A playable demo from Alternative!

Get your arrows out for this great playable demo of surely the best darts sim ever. It's got the lot: 501, round the clock, cricket, snooker etc.

The section on offer in this demo is the popular pub variant *Football Darts*, a cracking kick-around that would have Birmingham City crying into their kitbags (a bit like Saturday's result).

Played on the upper half of the board with numbers eleven and six coloured red and blue respectively, each player in turn aims for the ball number, highlighted in white. Hit it and the 'ball' moves towards the opponent's goal, one, two or three places depending on whether a single, double or treble is hit. Get it in the penalty area (the blue or red sector) and you can shoot for goal — hit the bull's-eye to score!

Teams consist of up to five players, each taking his turn with the darts. To select a computer player, enter COMPUTER followed by the number 1–9 as the name of the player (not team), the number reflecting the computer's ability.

You can play with one team larger than the other without any disadvantage, use mixed human/CPU teams, and field as many computer players as you like.

If you thought all computer darts sims were the same, *Bully's Sporting Darts* will come as a breath of fresh air, oozing variety and playability. This demo's just one of the seven games on offer in the full version — check it out; you won't regret it.

REEL ACTION #2

COMMODORE FORCE

SUPER KONG
Blinding classic platformer!

BULLY'S SPORTING DARTS DEMO
Playable preview of Alternative's top-flight darts sim.

THESEUS AND THE MINOTAUR, PART 1
Ace adventuring, and that's no bull!

FRUIT BANK
Play all day and not lose a penny!

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost your manual? No problem — hit Shift & Run/Stop, and press play.

DODGY DUPLICATION?

If your tape won't load, send it to: *Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD.*

Don't return it to us! All tapes sent to the COMMODORE FORCE office are just forwarded to Ablex, so if you ignore these desperate pleas you'll only get a longer wait!

TAPE INFO

Super Kong	Bully's Demo	Theseus, Part 1	Fruit Bank
000		000	

REEL ACTION #1

COMMODORE FORCE

CONTINENTAL CIRCUS
The snazziest racer around!

LEMMINGS DEMO
Exclusive sneak preview of Psygnosis's suicidal smash!

GEMINI WING
Brilliant blast-'em-up action

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost your manual? No problem — hit Shift & Run/Stop, and press play.

DODGY DUPLICATION?

If your tape won't load, send it to: *Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD.*

Don't return it to us! All tapes sent to the COMMODORE FORCE office are just forwarded to Ablex, so if you ignore these desperate pleas you'll only get a longer wait!

TAPE INFO

Continental Circus	Lemmings Demo	Gemini Wing
000		000

LEMMINGS

● An EXCLUSIVE demo from Psygnosis!

At last, those little green-haired chaps arrive on the C64 — and they said it couldn't be done! In our exclusive demo, the lemmings are determined to dive off a high ledge to their death. It's great fun watching them splat on the ground, but you can save each lemming by moving the cursor box over him and pressing fire to turn him into a Floater — his brolly opens and he falls safely to the floor.

In the game proper, you'll be able to endow the lemmings with many other abilities (including bridge building, digging, and even self-destructing!) to create a safe route to the exit for their mates. One of the most compulsive puzzlers of all time, *Lemmings* is bound to be a huge hit when it drops onto the shelves — hopefully in time for Christmas!

GET A PIECE OF THE ACTION!

Written a game? Think it's hot? Wanna see it on a COMMODORE FORCE cover cassette? Great — fill in this form and send it along! Expect no favours — we want real 'reel' action, not fillers — but if your game's good enough, you could make some dosh!

Name.....

Address.....

.....**Postcode**.....

Telephone.....**(Daytime)**.....

(Evening).....

Utility used (if any).....

Favourite Liquorice Allsort.....

IMPORTANT!

Please sign this declaration:

This program is submitted for publication by COMMODORE FORCE. It is wholly my/our own work and I/we agree to indemnify Europress Impact Ltd against any possible legal action should copyright problems arise. This game is not being considered for publication by any other magazine or software house, and I/we will let you know in writing in the event of this happening.

Signed.....

Date.....

Remember we will NOT consider your game for publication unless you enclose this coupon (or a photocopy).

Send the game and coupon to: *A Piece Of The Action, COMMODORE FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.* Keep a copy for yourself too. If you want your game returned, bung in a SAE.

AMMA SOFTWARE

We now except Access, Visa and Mastercard

TEL: 0889 574740

BUDGET

3D Pool....3.75
3D Snooker....3.75
4 Game Pack No1 (Superkid) etc....3.75
4 Game Pack No 2(Gun Fighter) Etc....3.75
4 Game Pack No 3....NEW 3.75
4 Most Action....2.99
4 Most Adventures....2.99
4 Most Balls Boots & Brains....3.75
4 Most Cute....3.75
4 Most Fight & Fright....3.75
4 Most Fun....2.99
4 Most Horror....2.99
4 Most Sport....2.99
APB....3.75
A.T.F....2.99
Action Fighter....3.75
Afterburner....3.75
Airborne Ranger....3.75
Airwolf 2....2.99
Altered Beast....3.75
American 3D Pool....3.75
Arcade Fruit Machine....2.99
Arnie....NEW....3.75
Auto Test....2.99
Badlands....NEW 3.75
Bangers & Mash....NEW 3.75
Batman Caped Crusader....3.75
Batman The Movie....3.75
Battle Command (Disc)....3.99
Big Nose American Adventure....3.75
Black Hornet...NEW....3.75
Blinky's Scary School....2.99
Bloodmoney....3.75
Blue Baron....NEW 3.75
Bobsleigh....3.75
Bod Squad....NEW....3.75
Boxing Manager....NEW 3.75
Bubble Bobble....3.75
Bubble Dizzy....3.75
CJ In The U.S.A....3.75
Cabal....3.75
Captain Fizz....3.75
Captain Dynamo....NEW 3.75
Castle Master....NEW....3.75
Cavemania....3.75
Championship Wrestling....3.75
Chase HQ....3.75
Chuckie Egg 1 or 2....3.75
Cobra....2.99
Colossus Bridge 4....NEW....3.75
Collossus Chess 4....3.75
Combat School....2.99
Count Duckula 2....NEW 3.75
Crackdown....NEW....3.75
Creatures....NEW 3.75
Cricket Captain....3.75
Cricket Master....3.75
Cyberball....NEW....3.75
DJ Puff....NEW....3.75
Daley Thompsons Decathlon....3.75
Daley Thompsons Supertest....3.75
Delux Strip Poker....2.99
Devastating Blow....3.75
Dizzy Down The Rapids..NEW....3.75
Dizzy Panic....3.75
Dizzy Prince of The Yolk Folk....NEW 3.75
Double Dare....3.75
Double Dragon....2.99
Double Dragon 2....3.75
Dragon Ninja....3.75
Dragon Spirit....3.75
Drgaons of Flame..NEW....3.75
E-Motion....3.75
Edd The Duck....3.75
Emlyn Hughes Int Soccer....NEW....3.75
Empire Strikes Back....3.75
Enduro Racer....2.99
Escape Robot Monsters....3.75
ESWAT....3.75
Euro Boss....2.99
European Champions....2.99
F1 Tornado....3.75
Fantasy World Dizzy....3.75
Fighter Pilot....3.75
Fireman Sam....3.75
Fist 2....2.99
Flintstones....3.75
Football Manager....2.99
Football Manager 2....2.99

Football Manager World Cup Edition....2.99
Footballer of The Year 2....3.75
Frankenstien....NEW 3.75
Frostbyte....2.99
Fun School 2 Under 6....NEW 3.75
Fun School 2 6-8....NEW 3.75
Fun School 2 8+....NEW 3.75
Grajam Souness Int Soccer....NEW 3.75
G.Souness Soccer Manager..NEW....3.75
Game Over 2....3.75
Gemini Wing....2.99
Ghostbusters 2....3.75
Ghouls & Ghosts....3.75
Go For Gold....NEW 3.75
Golden Axe....3.75
Gunship...NEW....3.75
Hard Drvin....3.75
Heroes of The Lance....3.75
Hidious....NEW 3.75
Hit Pack 1 (K.Dalglish) Etc....3.75
Hit Pack 2 (J.Wilsons Darts) Etc....3.75
Hit Pack 3 (Ninja Commando Etc)....3.75
Hobgoblin....2.99
Hostages....NEW....3.75
Hunt For Red October 2....3.75
Hypersports....3.75
Ice Hockey....2.99
Indiana Jones/Last Crusde....3.75
International 3D Tennis..NEW....3.75
International 5 Aside....3.75
International Ninja Rabbits....3.75
Italia 90....3.75
Italy 1990....NEW....3.75
Jack Nicklaus Golf....NEW 3.75
Jahangir Khan W.C Squash....NEW 3.75
Jaws....3.75
Jimmy's Manager....3.75
Jockey Wilsons Compendium of Darts....3.75
Kenny Dalglish Soccer Manager....2.99
Kick Boxing....2.99
Kick Off....3.75
Kwik Snax....3.75
Last Ninja....2.99
Last Ninja 2....3.75
League Football....3.75

Licence to Kill....2.99
Lords of Chaos....3.75
Magicland Dizzy....3.75
Man Utd....3.75
Matchday 2....3.75
Mayday Squad Heroes....2.99
Mean Machine....3.75
Mega Pack (Starray Etc)....3.75
Menace....3.75
Miiami Chase....3.75
Miami Vice....2.99
Microprose Soccer....NEW....3.75
Midnight Resistence....3.75
Mini Office....2.99
Monty Python....3.75
Moonwalker....3.75
Multi Player Soccer Manager....NEW 3.75
Multimix....4.50
Multimix 4 (3 Gauntlet Games)....4.50
Murray Mouse Super Cop....3.75
Myth....3.75
Narc....NEW 3.75
Narco Police....NEW 3.75
Navy Moves....3.75
New Zealand Story....3.75
Nightbreed....NEW 3.75
Ninja Rabbits....2.99
Ninja Warriors....3.75
Operation Thunderbolt....3.75
Operation Wolf....3.75
Pack Of Aces (Boulderdash Etc)....2.99
Pacland....3.75
Pacmania....3.75
Paperboy....2.99
Pegasus Bridge....3.75
Pictionary....NEW 3.75
Platoon....2.99
Popeye 2....2.99
Postman Pat....2.99
Postman Pat 3....NEW 3.75
Powerdrift....3.75
Pro Tennis Tour....NEW 3.75
Puffy's Saga....3.75
Puzznic....3.75
Q-10 Tankbuster....3.75
Quattro Adventure....3.75
Quattro Arcade....3.75
Quattro Cartoon....3.75
Quattro Coin-Ops....3.75
Quattro Combat....3.75
Quattro Fantastic (Wacky Darts) Etc....3.75
Quattro Fighters....3.75
Quattro Firepower....3.75
Quattro Power....3.75
Quattro Racers....3.75
Quattro Skills....3.75
Quattro Sports....3.75
Quattro Superhits....3.75
Rainbow Islands....3.75
Rambo....2.99
Rambo 3....2.99
Red Heat....3.75
Rekless Rufus
Renegade 3....3.75
Rick Dangerous....3.75
Robocop....3.75
Running Man....3.75
Scramble Spirits....3.75
Seymoor goes to Holywood....3.75
Seymoor Stuntman....NEW 3.75
Shadow Warriors....3.75
Shinobi....3.75
Shoot em up Construction Kit....NEW 4.75
Silent Service....NEW 3.75
Silkworm....3.75
Skate Wars....3.75
Sleepwalker....3.75
Slicks....NEW 3.75
Slightly Magic....3.75
Sly Spy Secret Agent....NEW 3.75
Snooker & Pool....3.75
Soccer Double....3.75
Soccer Double 2....3.75
Soccer Double 3....3.75
Soccer Pinball....3.75
Soccer Rivals....3.75
Solo Flight....NEW 3.75
Sooty & Sweep....2.99
Space Harrier 2....3.75
SpellboundDizzy....NEW 3.75
Spitfire 40....2.99
Sports/Skill Pack....NEW 3.75
Sporting Triangles....3.75
Spy Who Loved Me....3.75
St Dragon....3.75
Starpack....3.75
Stack-Up....3.75
Steg The Slug....NEW 3.75
Steve Davis Snooker....2.99
Stieger....3.75
Strider....3.75
Strider 2....NEW 3.75
Strike Force Harrier....2.99
Strip Poker 2....2.99
Stryker Crypts of Trogan....NEW 3.75
Stunt Car Racer....3.75
Summer Olympaid....2.99
Summercamp....NEW 3.75
Super off the Road Racer....3.75
Super Monaco GP....NEW 3.75
Super Seymoor....3.75
Super Snake....1.99
Supertrux....2.99
Switchblade....3.75
T-Pac....3.75
Tai Chi Tortoise....3.75
Tarzan Goes Ape....3.75
Test Drive 2....NEW 3.75
Test Master....NEW 3.75
The Action Pack....2.99
The Addicta Pack....2.99
Theatre Europe (War Game)....2.99
The Hit Pack....2.99
The Match....3.75
The Muncher....2.99
The National....NEW 3.75
The Power Pack....2.99
The Real Ghostbusters....2.99
The Sports Mix (Beach Buggy)Etc....3.75
The Thriller Pack (Fri 13th Etc)....2.99
The Untouchables....3.75
Thomas The Tank Engine....2.99
ThunderJaws....3.75
Tin Tin on the Moon....2.99
Titanic Blinkey....3.75
Tomahawk....2.99

Toobin....3.75
Total Recall....NEW 3.75
Tracksuit Manager....2.99
Treasure Island Dizzy....3.75
Treble Champions....3.75
Trevor Brooking....NEW 3.75
Trio Hit Pack (Airwolf 2 Etc)....2.99
Turbo Esprit Challenge....3.75
Turbo Outrun....3.75
Turbo The Tortoise....3.75
Turf Form (Race Horse Predicter)....2.99
Turrican 1 or 2....3.75
Tusker....3.75
Ultimate Golf....4.99
Vendetta....3.75
Viz....NEW 4.99
Wonderboy....3.75
World Cup....3.75
World Cup Glory....NEW 3.75
World Rugby....NEW 3.75
World Of Soccer....NEW 3.75
Wulf Pack....2.99
X-Out....3.75
XYBots....3.75
Yie Ar Kung Fu....2.99
Yogi In Greed Monster....2.99
Yogi's Great Escape....2.99
Zoids....3.75

Supreme Challenge
Tetris, Elite, Sentinel, Ace 2, Starglider
Disc only 5.50

Best Of Elite Vol.1
Bombjack, Frank Bruno's Boxing, Commando, Ikari Warriors
Cass 3.75

The Sports Pack
Turbo, Derby Day, Pilot 64, Handicap Golf, World Cup, Test Match
Cass 3.75

The Hits 2
Creatures, Summer Camp, Bionic Heatseeker Retrograde
Cass 3.75

Flight Pack
Deep Strike, Combat Lynx, Pilot 64, First Strike,
Cass 3.75

4 Most Cute
Dizzy, Mini Office, Dizzies Trouble, Pinocio & Jiminy Cricket
Cass 3.75

Quattro Megastars
C. Js Elephant Antics, Bigfoot, Little Puff, Sky High Stuntman, **Cass 3.75**

Cartoon Collection
Dizzy, Seymour Takes Hollywood, Spellbound Dizzy, Treasure Island Dizzy, Trantyvania, Elephant
Cass 7.99

Hanna Barbera Cartoons
Yogi's Great Escape, Hong-Kong Phooey, Ruff & Reddy, Beverley Hills Cats, **Cass 7.99**

Wheels Of Fire
Turbo Outrun, Chase HQ, Power Drift, Hard Drivin
Cass 8.99

Lineker Collection
G L Superskills, G L Hotshots, G L Superstar Soccer, Italia 90, **Cass 7.99**

Movie Premier
Teenage Mutant Hero Turtles, Gremlins 2, Back to the future 2, Days of thunder,
Cass 8.99

4 Most World Sports
Jack Nicklaus Golf, Baseball, Gradius & Basketball
Cass 3.75

Chart Attack
Lotus Esprit Turbo Challenge, Super Cars, Cloud Kingdoms, Impossamole, Ghouls & Ghosts
Cass 7.99

Multimix 1
Hard Drivin', Leaderboard Tournament, World Class Leaderboard,
Cass 4.50

Julian Rignall Top 10
Dan Dare, Lords Midnight, Driller, Delta, Zoids, Caldren 2, Barbarian 2, Guardian 2, Mega Apocolypse, Split Personalities, **Cass 5.50**

Thrilltime Gold
Freescape, Ghost & Ghoulies, Bombjack, Batty, Turbo Esprit
Cass 5.25

Dizzy Collection
Dizzy, Fastfood, Fantasy World, Dizzy, Treasure Island Dizzy, Magicland Dizzy, **Cass 7.99**

Dizzy's Excellent Adventures
Dizzy, Panic, Down the Rapids, Dizzy Down the Rapids, Spellbound Dizzy, Dizzy Prince of the Yolkfolk
Cass 7.99

3D Construction Kit....4.99
Blues Bros....4.99
Cisco Heat....3.99
Creatures 2....7.99
Creatures 2 (Disk)....8.99
Crystal Kingdom Dizzy....NEW 7.99
Daily Double Horse Racing....3.99
Die Hard 2....4.99
Final Fight....4.99
Flimbo's Quest....3.99
Hits 2 (Disk)....9.99
Indy Heat....4.99
Last Ninja 3....6.99
Monopoly Delux (Disc Only)....5.99
Mighty Bombjack....6.99
Nighbours....3.99
Pitfighter....3.99
Rodland....3.99
Rodlands/Double Dragon 3....4.75
Rolling Ronny....4.99
Shadow Dancer....3.99
Turbo Charge (Disc Only)....5.99
Turties 2 (Cass)....4.99
Turties 2 (Disc Only)....5.99
Wintercamp Cass New Price....4.75
Wintercamp Disc New Price....4.99
World Class Rugby....3.99

ATARI 2600 CARTRIDGES

Zaxxon....7.99
Decathlon....11.99
Rampage....11.99
Tomcat F14 Fighter....11.99
My Golf....11.99
California Games....11.99
Summer Games....11.99
Pick 'n' Pile....11.99
River Raid 2....11.99
Ghostbusters 2....11.99
Acid Drop....11.99
Enduro....9.50
Ghostbusters....9.50
River Raid....9.50
Skate Boardin....9.50
Kung Fu Superkicks....9.50
Basketball....9.50
Dark Chambers....9.50
Off The Wall....9.50
Double Dunk....9.50
Chopper Comand....9.50
Kung Fu Master....9.50
Super Football....9.50
Frostbyte....9.50
Tennis....9.50
Pole Position....9.50
Keystone Capers....9.50
H.E.R.O....9.50
Title Match Wrestling....9.50
Mousetrap....7.99

ORDER FORM AND INFORMATION.

ALL ORDERS SENT FIRST CLASS

SUBJECT TO AVAILABILITY JUST FILL IN THE COUPON AND SEND IT TO:
A M M A SOFTWARE 21 SPRINGHILL RUGELEY STAFFORDSHIRE, WS15 1BT

ITEM	PRICE
POSTAGE	
TOTAL	

Name .....
Address .....
.....
.....
Postcode .....Tel. No .....

POSTAGE RATES PLEASE ADD 50p P & P ON ORDERS UNDER 5.00 OVER
5.00 P & P FREE.EEC COUNTRIES ADD £1.00 PER ITEM NON EEC COUNTRIES ADD £2.00 PER ITEM.
(STIRLING ONLY) CHEQUES PAYABLE TO A M M A SOFTWARE

● The scenery flashes past as Samurai runs along the top of a speeding train. Well, it's one way of fare dodging!

● The landscape's are absolutely huge, with gorgeously detailed scenery. On enice touch is the way Samurai walks behind waterfalls.

COMMODORE FORCE HURRICANE HIT!

FIRST SAMU

● Ubi Soft, £11.99 cassette, £15.99 disk

Who's tanned, muscular and athletic; heroic in thought and nature as well as being an all-round good guy? Well you can guarantee it isn't Ian Osborne for a start, and even Phil has been known to run away (unless he's fighting over his lunch). JAMES 'SKILLED' PRICE knows a man who is...

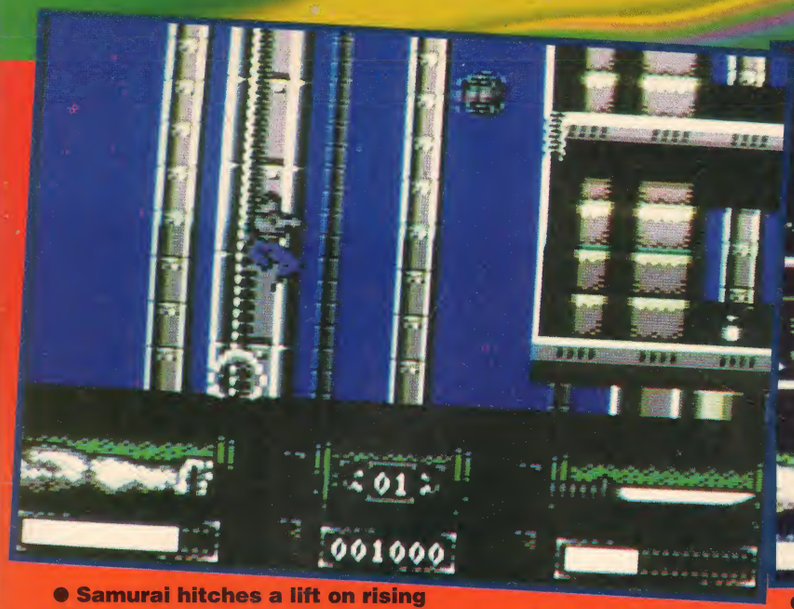
Once upon a time in ancient Japan lived a lowly tax inspector's assistant. He was a quiet and humble man — until he witnessed the brutal killing of his master by the evil Demon King. Vowing revenge, he donned his dashing Samurai gear and tried to follow the murderer, only to discover that the Demon had teleported far into the future. However, with the help of the powerful village wizard this problem was surmounted... and our hero was transported to 2323 AD.

On arrival it soon becomes apparent that the Demon's presence has corrupted the local countryside, as his foul apparitions (solid in body but nightmarish in nature) have taken up residence and will stop at nothing until our hero is a charred pile of broken bones.

Which is where you become involved in this epic story. Mr Samurai (Sam to his friends) is as agile as an excited bunny rabbit on dextrine. Climbing walls, jump-kicking assailants and opening chests containing valuable artefacts are all actions performed with a fluidity rarely seen on an 8-bit computer.

When Sam kills an enemy, its spirit leaves its body and can be absorbed by our hero, adding to his magical energy (depicted in bar form at the bottom right-hand area of the screen). When this bar reaches half-way, he's awarded a magical sword to use in place of hand-to-hand combat. This saves a great deal of wear and tear on his fists and feet (it looks pretty, too) and gives him greater reach in the killing of all things nasty.

More magic is required to get past certain obstacles. After collecting



● Samurai hitches a lift on rising elevators to climb up the Demon's skyscraper home. Must get chilly in those 'jama bottoms though!

● And you thought BR staff were grumpy: the geezers on this train are out to stamp you, rather than your ticket! Somehow you've got to make it to the driver and punch his lights out.

URAI

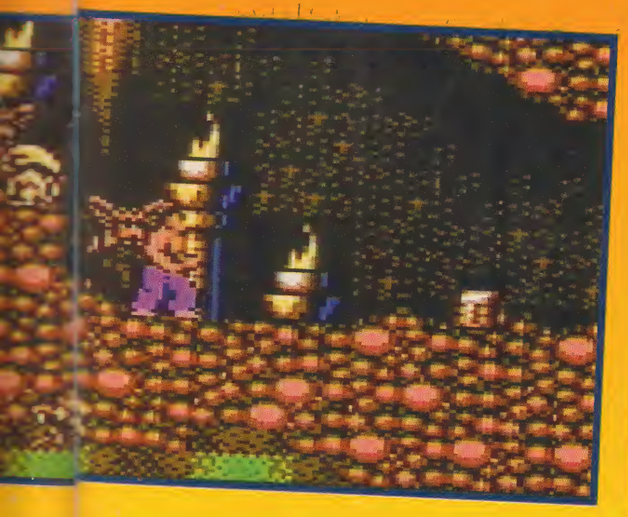
the necessary items, you need to summon the wizard (if you've enough magical energy) to help you through. For example, to traverse a huge ravine you need several logs so the wizard can build a bridge. This is followed by a confrontation with one of the huge superbaddies, ranging from a fire-spitting dragon to a massive mechanical piston.

Anything Turri-can...

First Samurai is simply one of the best games I've played. The sheer volume of landscape to explore makes it fantastic in the lastability stakes; the inevitable multiload is well thought out, allowing you to stay on the last load rather than realoading from the start again. The inclusion of a password system also scores Brownie points — at last, programmers who acknowledge how frustrating it is having to slog through the same levels time after time.

If I had to make a comparison with any other game, I'd say *Turrican* is probably the closest, but *First Samurai* even beats that. I mean, how often do you get an 8-bit game with fight sequences on top of a moving train, scenery moving at a blur behind the combat, with the action moving at an ever more frenetic pace? The answer is, you don't. So long to the Sega Master System, NES and Game Boy — you've met your match in the form of a computer now approaching its tenth birthday; a computer that was supposed to die following the console rush. Long live the C64!

● Watch out behind you! Those flying demons sure sap your energy, but are easily despatched by a quick chop, or better still, a slash of your sword.



PHIL!

● At last, this arcade epic hits the streets. I remember seeing it several months ago. Then, the superbly animated graphics grabbed me by the throat, the HUGE landscapes knocked me flat on my back, and the incredibly compulsive action kicked me into submission. Sadly, the death of a certain Mr Maxwell plunged the Mirrorsoft/Imageworks software house into turmoil. It was soon snapped up by Acclaim, but for some reason *First Samurai* has finally surfaced on the Ubi Soft label. So, has it lost some of that initial impact? No way, José! If anything it seems even more playable, having proved its lastability beyond any doubt. As in *Turrican*, the main attraction is the flexibility of the perfectly animated hero. He jumps, punches, kicks, crouches, hacks with his sword (brilliant blur-line speed effect) and even climbs up walls. The huge play area contains many surprises, magical puzzles, power-ups, destructible walls, and impressive superbaddies (the Demon himself has to be seen to be believed!). Exploration is aided by the teleports which eliminate repetitive backtracking. But that's only the beginning: later levels add the variety of running along a moving train and hitching a lift on elevators in the skyscraper.

In short, not only is this one of the technically best games ever, it's also one of the most thoughtfully designed, the icing on the cake being the friendly multiload (several huge levels per load!) and password system. Utterly, utterly brilliant.

97%

JAMES! GALE WARNING 97%

■ PRESENTATION ■ EXCELLENT MULTILOAD AND PASSWORD SYSTEM — 95%

■ GRAPHICS ■ PHIL? ARE YOU SURE THIS ISN'T AN AMIGA? — 97%

■ SOUND ■ GOOD SLASH AND BASH NOISES, FINE TITLE TUNE — 88%

■ HOOKABILITY ■ I'M SUFFERING 'COLD TURKEY' RIGHT NOW! — 96%

■ LASTABILITY ■ MANY LONG LEVELS MAKE FOR MANY MONTHS OF FUN — 97%

FORCE FACTOR 97%

COMPETITION!

YOU COULD BE A MARTIAL ARTIST!

FREEBIE FORCE

Creating a quality magazine like COMMODORE FORCE is a real art, you know — the team are all well versed in their chosen martial disciplines. Phil's an excellent sumo wrestler, Ian's kendo is second to none (at least that's what we tell him — anything to stop him removing his mask), Steve would be a great karate fighter but his chin's a bit suspect, and Chris is a black belt at No Can Do — in fact he No Can Do anything!

But the champion martial artist on the Commodore Force team has to be James. At five o'clock every evening he 'chops' half an hour off his working day, when asked to do any work he 'throws' a wobbler, and the rest of the team wish he'd 'kick' the bucket. Champion material indeed!

30 COPIES OF UBI SOFT'S PHENOMENAL FIRST SAMURAI MUST BE WON!

Could you do as well? Do you know your chop from your suey? If you do, you might — just might — win a copy of *First Samurai*, a 97% Hurricane Hit reviewed this very ish! We've got 30 to give away, so there's no need to commit hari-kari if you've run out of pocket money.

And what do you have to do? Chop 50 slates in half with a single blow? Swat flies with a pair of *nunchuku*? Beat Phil in a belly-dancing competition? Nothing so easy — if you want a copy of *First Samurai* you're going to have to earn it! Match these martial-arts films with their famous stars:

THE MOVIES
- A) Enter The Dragon
- B) Kickboxer
- C) Invasion USA
- D) Police Story
- E) China O'Brien

THE STARS
- Cynthia Rothrock
- Chuck Norris
- Jackie Chan
- Jean-Claude Van Damme
- Bruce Lee

Got that? Good — cut out (or photocopy) this coupon, fill it in, and send it to: *GET THE CHOP COMP, COMMODORE FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.* And hurry up about it — entries arriving after 1 January 1993 will be kicked in the bin!

COMMODORE FORCE **FIRST SAMURAI**

● **I wanna win a copy of *First Samurai*!**

The stars of the films are:

A).....
B).....
C).....
D).....
E).....

Name .....
Address .....
.....
.....Postcode.....

● **If I'm lucky enough to win (I'm soooo excited!), I'd like my copy of *The First Samurai* on ☐ Cassette ☐ Disk ☐ Edison Wax Cylinder**

Please tick this box if you don't wish to receive promotional material from companies other than Europress Impact ☐

SOFTWARE CITY

PO BOX 888,
WOLVERHAMPTON WV1 1TP
Tel: 0902 25304. Fax: 0902 712751

CALL US ON: 24 HOUR CREDIT CARD HOTLINE 0902 25304

BUDGET

2 PLAYER SOCCER SQUAD	3.99
2 PLAYER SUPER LEAGUE SOCCER	3.99
3-D POOL	3.99
3-D SNOOKER	3.99
3-D TENNIS	3.99
4 MOST SPORT (SOCCER BOSS ETC)	2.99
4 MOST WARZONE (ARMY MOVES 19 ETC)	3.99
1943 STREETFIGHTER & B.COMMANDO	4.99
AMERICAN 3-D POOL	3.99
ARMALYTE	3.99
ARNIE	3.99
BADLANDS	3.99
BANGERS & MASH	3.99
BATMAN THE CAPED CRUSADER	3.99
BATMAN THE MOVIE	3.99
BATTLECHESS (DISC)	7.99
BLUE BARON	3.99
BLUES BROS	3.99
BOXING MANAGER	3.99
BUBBLE BOBBLE	3.99
BUBBLE DIZZY	3.99
BULLY'S SPORTING DARTS NEW	3.99
C.J. IN THE U.S.A.	3.99
CALIFORNIA GAMES	3.99
CAPTAIN DYNAMO	3.99
CHAMPIONSHIP GOLF	3.99
CHAMPIONSHIP WRESTLING	3.99
CHASE H.Q.	3.99
CHUCKIE EGG 1 OR 2	3.99
COLOSSUS BRIDGE 4	3.99
COLOSSUS CHESS 4	3.99
COLOSSUS CHESS 4 (DISC)	4.99
COMMANDO	2.99
CONTINENTAL CIRCUS	3.99
COUNT DUCKULA	2.99
COUNT DUCKULA 2 NEW	3.99
COUNTY CRICKET	3.99
CRAZY CARS 2 NEW	3.99
CREATURES NEW	3.99
CRICKET CAPTAIN	3.99
CUP FOOTBALL	3.99
DAILY DOUBLE HORSE RIDING	3.99
DAILY DOUBLE HORSE RACING (DISC)	4.99
DELTA	3.99
DEVASTATING BLOW BOXING	3.99
DIZZY PRINCE OF THE YOLK FOLK	3.99
DIZZY'S CRYSTAL KINGDON NEW	3.99
DOC CROCKS EXCELLLENT ADVENTURE.NEW	3.99
DOUBLE DARE	3.99
EMLYN HUGHES INTERNATIONAL FOOTBALL ..	3.99
F.16 COMBAT PILOT	3.99
F.16 COMBAT PILOT (DISC)	7.99
FIREMAN SAM	3.99
FIRST PAST THE POST	3.99
FLIMBOP'S QUEST	3.99
FLIMBO'S QUEST (DISC)	5.99
FOOTBALL DIRECTOR	3.99
FUN SCHOOL 2 (U 6 OR 6-8 OR 8+)	3.99
GHOULS AND GHOSTS	3.99
GOLDEN AXE	3.99
GRAEME SOUNESS SOCCER MANAGER	3.99
GRAHAM GOOCH CRICKET	2.99
GUNSHIP	3.99
HIDEOUS NEW	3.99
ICE HOCKEY	2.99
INDIANA JONES LAST CRUSADE	3.99
INTERNATIONAL BASKETBALL NEW	3.99
INTERNATIONAL ICE HOCKEY	3.99
INTERNATIONAL KARATE +	3.99
INTERNATIONAL SOCCER	3.99
INTERNATIONAL TENNIS NEW	3.99
ITALIA 1990	3.99
JACK NICKLAUS GOLF	3.99
KENNY DALGLISH SOCCER MANAGER	2.99
LAST NINJA 2	3.99
LEAGUE FOOTBALL	3.99
LOTUS ESPRIT	3.99
MANCHESTER UNITED	3.99
THE MATCH	3.99
MICROPROSE SOCCER	3.99
MIDNIGHT RESISTANCE	3.99
MINI OFFICE	2.99
MONTY ON THE RUN, AUF WIEDERSEHEN MONTY & JACK THE NIPPER 2 (MM5)	4.99
MONTY PYTHON	3.99
MULTI PLAYER SOCCER MANAGER	3.99
MYTH	3.99
THE NATIONAL	3.99
NAVY MOVES	3.99
NEW ZEALAND STORY	3.99
ON THE BENCH	3.99
OPERATION THUNDERBOLT	3.99
OPERATION WOLF	3.99
PAPERBOY	2.99
PEGASUS BRIDGE (WAR GAME)	3.99
PICTIONARY NEW	3.99
PITSTOP 2	2.99
POPEYE 1 OR 2	2.99
POPEYE 3 NEW	3.99
POSTMAN PAT 1 OR 2	2.99
POSTMAN PAT 3 NEW	3.99
POWERDRIFT	3.99
PRO TENNIS TOUR	3.99
PROFESSIONALFOOTBALLER	3.99
QUATTRO ADVENTURE (DIZZY ETC)	3.99
QUATTRO CARTOON (LITTLE PUFF ETC)	3.99
QUATTRO COIN OPS (FAST FOOD ETC)	3.99
R-TYPE	3.99
RAINBOW ISLAND	3.99
RECKLESS RUFUS NEW	3.99
RICK DANGEROUS	3.99
ROBOCOP	3.99
RUGBY COACH (D & H)	3.99
SAM FOX	2.99
SANTA'S CHRISTMAS CAPERS NEW	3.99
SHADOW WARRIORS	3.99
SHINOBI	3.99
SHOOT 'EM UP CONSTRUCTION KIT	4.99
SILENT SERVICE	3.99
SLICKS NEW	3.99
SNARE NEW	3.99
SNOOKER MANAGEMENT	3.99
SOCCER RIVALS	3.99
SOOTY AND SWEEP	2.99
SOOTY AND SWEEP 2 NEW	3.99
SPELLBOUND DIZZY NEW	3.99
SPIKE IN TRANSYLVANIA	3.99
STEG	3.99
STEVE DAVIS SNOOKER	2.99
STRIKER MANAGER	3.99
STRYKER IN THE CRYPT OF TROGAN	3.99
S.T.U.N. RUNNER	3.99
STUNT CAR RACER	3.99
STUNTMAN SEYMOUR	3.99
SUMMER CAMP	3.99
SUPER CARS	3.99
SUPER MONACO G.P. NEW	3.99
SUPER OFF ROAD RACER	3.99
SUPER SEYMOUR	3.99
SWITCHBLADE	3.99
TAG WRESTLING NEW	3.99
TEARAWAY THOMAS NEW	3.99
TEST DRIVE 2 NEW	3.99
TESTMASTER CRICKET	3.99
THOMAS THE TANK ENGINE	2.99
THOMAS THE TANK ENGINE 2 NEW	3.99
TRAPDOOR 1 & 2	2.99
TREASURE ISLAND DIZZY	3.99
TREBLE CHAMPIONS	3.99
TRIVIAL PURSUIT NEW	3.99
TURBO TORTOISE NEW	3.99
TURRICAN 1 OR 2	3.99
ULTIMATE GOLF	4.99
WILD STREETS NEW	3.99
WORLD CHAMP BOXING MANAGER	3.99
WORLD CLASS LEADERBOARD, LEADERBOARD & TOURNAMENT	4.99
WORLD CRICKET	3.99
WORLD CUP	3.99
WORLD CUP GLORY NEW	3.99
WORLD RUGBY NEW	3.99
YES PRIME MINISTER	2.99

NEW BACK CATALOGUE

CHASE HQ (DISC)	3.99
CYBERWORLD	2.99
DARKMAN	3.99
HUDSON HAWK	3.99
INDY HEAT NEW	3.99
MAN UTD EUROPE/U KHAN SQUASH	3.99
MIDNIGHT RESISTANCE/NIGHTBREED	3.99
NEIGHBOURS	3.99
PACLAND	3.99
PACMANIA	3.99
PIPEMANIA	2.99
PITFIGHTER NEW	3.99
QUARTERBACK 9JOHN ELWAYS)	2.99
RODLAND	3.99
SKOOLDAZE	2.99
SUPREMACY	4.99
TURTLES 2 (THE COIN OP)	4.99
WINTER CAMP	4.99
YES P.M.	2.99

CBM 64 FULL PRICE

	CASS	DISC
ADDAMS FAMILY	7.99	10.99
BEAVERS	NEW7.99	10.99
CATALYPSE	NEW7.99	10.99
CHUCK ROCK	NEW7.99	10.99
COOL CROC TWINS	7.99	N/A
COOL WORLD	NEW7.99	10.99
CRAZY CARS 3	NEW7.99	N/A
CREATURES 2	8.99	10.99
DYNABLASTERS	NEW8.99	11.99
EXILE	8.99	10.99
FIRST SAMURAI	NEW8.99	11.99
FUN SCHOOL 4 (U5 OR 5-7 OR 7+)	9.99	12.99
GRAND PRIX (D&H)	7.99	N/A
HOOK	NEW7.99	10.99
INDY ACTION	NEW8.99	12.99
LETHAL WEAPON	NEW7.99	10.99
LIVERPOOL	NEW7.99	10.99
MATCH OF THE DAY	7.99	N/A
McDONALDS LAND	NEW8.99	N/A
MILLENIUM WARRIORS	NEW7.99	N/A
PAINT N CREATE	NEW8.99	N/A
RAMPART	NEW7.99	N/A
RAVING MAD	NEW8.99	11.99
ROBIN SMITHS INT. CRICKET	7.99	N/A
ROBOCOD	8.99	12.99
SPACE CRUSADE	7.99	10.99
STREETFIGHTER 2	NEW8.99	12.99
TOP WRESTLING	NEW7.99	13.99
UGH	NEW7.99	N/A
WORLD OF SOCCER	6.99	N/A
WWF2 (EUROPEAN RAMPAGE)	NEW8.99	11.99

CBM 64 CARTRIDGE

ADDAMS FAMILY NEW	19.99
BADLANDS	9.99
BATTLE COMMAND	14.99
BEAST	14.99
CHASE HQ 2	14.99
CYBERBALL	9.99
NAVY SEALS	14.99
ROBOCOP 2	14.99
ROBOCOP 3	14.99
SPORTS NEW	14.99
TOKI	14.99
VINDICATORS	9.99

COMPILATIONS

THE DREAM TEAM
THE SIMPSONS, WWF & TERMINATOR 2
CASS 10.99

SUPER FIGHTER
FINAL FIGHT, WWF. & PITFIGHTER
CASS 10.99 DISC 13.99

SUPER ALLSTARS
STEG, C.J. IN THE USA, CAPTAIN DYNAMO & TURBO TORTOISE
CASS 8.99

FOUR BY FOUR
POLTERGEIST, MIG 29, SAS COMBAT, KAMIKAZEE, KGB. SUPER SPY, SUPER HERO, GHOST HUNTERS, SKY HIGH STUNTMAN, SUPER ROBIN HOOD, LAZER FORCE, FRANKENSTEIN JNR, TERRA COGNITA, NINJA MASSACRE, ARCADE FLIGHT SIM & SUPER G MAN
CASS 13.99

MEGA SPORTS
SUMMER GAMES 1 & 2, WINTER GAMES, GAMES SUMMER & WINTER EDITION
CASS 10.99

QUATTRO MEGASTARS
C.J'S ELEPHANT ANTICS, BIGFOOT, SKY HIGH STUNTMAN & LITTLE PUFF
CASS 3.99

DIZZY'S EXCELLENT ADVENTURES
DIZZY DOWN THE RAPIDS, KWIK SNAX, PANIC DIZZY, SPELLBOUND & DIZZY PRINCE OF THE YOLK FOLK
CASS 7.99

LINEKER COLLECTION
G.L. SUPERSKILLS, G.L. HOTSOTS, G.L. SUPERSTAR SOCCER & ITALIA 1990
CASS 7.99 DISC 10.99

SOCCER 6
TREBLE CHAMPIONS, EUROPEAN CHAMPIONS, WORLD SOCCER LEAGUE, EURO BOSS, WORLD CHAMPIONS & TREVOR BROOKING
CASS 7.99

4 MOST WORLD SPORTS
GRID IRON 2, BASEBALL, UCHI MATA JUDO & BASKETBALL
CASS 7.99
4 MOST WORLD SPORTS
GRID IRON 2, BASEBALL, UCHI MATA JUDO & BASKETBALL
CASS 3.99

4 MOST BALLS, BOOTS AND BRAINS
SOCCER CHALLENGE, THE DOUBLE, RUGBY BOSS & AUSTRALIAN RULES FOOTBALL
CASS ONLY 3.99

CLASSIC ARCADIA
INVADERS, MUNCHER & ALIENS
CASS 2.99

THE HITS 2
CREATURES, SUMMER CAMP, SNARE, HEATSEEKER & RETROGRADE
CASS 11.99 DISC 13.99

CARTOON COLLECTION
DIZZY, SLIGHTLY MAGIC, LITTLE PUFF, SEYMOUR GOES TO HOLLYWOOD, SPIKE IN TRANSYLVANIA & C.J.'S ELIPHANT
CASS 7.99

AIR/SEA SUPREMACY
SILENT SERVICE, CARRIER COMMAND, GUNSHIP, P47 THUNDERBOLT & F15 STRIKE EAGLE
CASS 11.99 DISC 13.99

BOARD GENIUS
SCRABBLE DELUXE, DELUXE MONOPOLY, RISK & CLUEDO MASTER DETECTIVE
CASS 11.99

ADDICTED TO FUN
BUBBLE BOBBLE, RAINBOW ISLAND & NEW ZEALAND STORY
CASS 7.99 DISC 10.99

JULIAN RIGNALLS ALL TIME TOP TEN
BARBARIAN 2, GUARDIAN 2, DELTA, ZOIDS, LORDS OF MIDNIGHT, SLPIT PERSONALITIES, MEGA APOCALYPSE, DAN DARE, DRILLER & CAULDRON 2
CASS 5.50

MAGNIFICENT SEVEN
WIZBALL, SHORT CIRCUIT, ARKANOID, HEAD OVER HEELS, GREAT ESCAPE, COBRA, FRANKIE GOES TO HOLLYWOOD & YIE AR KUNG FU
CASS 5.50

SUPREME CHALLENGE
ELITE, TETRIS, STARGLIDER, SENTINEL & ACE 2
CASS OR DISC 5.50

VIRTUAL WORLDS
DRILLER, TOTAL ECLIPSE, THE CRYPT & CASTLE MASTER
CASS 5.50

DIZZY COLLECTION
DIZZY, FAST FOOD, FANTASY WORLD DIZZY, TREASURE ISLAND DIZZY & MAGICLAND DIZZY
CASS 7.99

MEGA MIX
OPERATION WOLF, BARBARIAN 2, DRAGON NINJA & THE REAL GHOSTBUSTERS
DISC ONLY 3.99

SPECIAL ACTION
DRILLER, CAPTAIN BLOOD, THE VINDICATOR, SDI & DALEY THOMPSONS OLYMPICS
CASS 3.99

ORDER FORM & INFORMATION

All orders sent **FIRST CLASS** subject to availability. Just fill in the coupon and send it to:- **Software City, PO Box 888, Wolverhampton WV1 1TP.POSTAGE RATES - Please add 50p for orders under £5. Non UK/EEC countries add £1.00 per Item. Non EEC countries add £4 per Item. Paying by cheque - Cheques payable to Software City**

Name.....

Address.....

Postcode.....

Name of Game	Computer	Value
	Postage	
	Total	

Previous Customer ..... Ref No .....
Card No .....
Exp Date.....
MO7

EUROPEAN ORDERS MASTERCARD EUROCARD

IJA Software Ltd, Second Floor Office, Hampton Walk, Queen Square, Wolverhampton, WV1 1TQ

YOU LOOKIN' FOR A

Rather than cover every beat-'em-up available (at least 70!), we decided it'd be a great deal more constructive to list the top 15 of all time. JAMES 'DID YOU SPILL MY PINT?' PRICE goes out asking for trouble...

BARBARIAN

Palace, Kixx

Whereas *Exploding Fist* had you pitted against rival competitors with bare fists and feet, *Barbarian* takes things one step further as you enter the arena with a huge broadsword. Hitting someone over the head with a large piece of sharpened metal tends to be a bit more satisfying than kicking their shins, so Barbarian scores brownie points in that respect. However, it loses credibility as the action is a little sluggish for a beat-'em-up — especially when compared with the lightning speed of *IK+*. If you enjoy seeing severed heads as opposed to bruised Ninjas, and don't mind a slightly sedate pace, *Barbarian* is well worth a swing.

FORCE FACTOR 76%

BUDOKAN

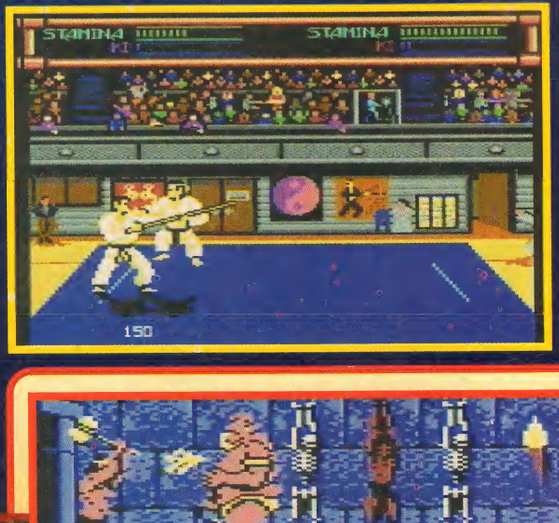
Electronic Arts

About 80% of beat-'em-ups rely on frenetic fighting action alone, with no strategic element added to engage anything more than your joystick arm. However, *Budokan* is a totally different kettle of fish, as the action involves practising the four different methods of combat, then entering a competition to pit your skills against computer-controlled opponents.

The strategy element enters the fray when you begin a fight. Wading in with fists flying may (just!) win you a round during the earlier stages of the competition, but later competitors are much more intelligent and will block clumsily executed moves. This is where you need to take things slowly, keeping your stamina as high as possible and searching for holes in your opponent's defence.

I have my reservations though, as the multiload is absolutely diabolical. Even on the disk version, waiting for the various sections to load seemingly takes forever.

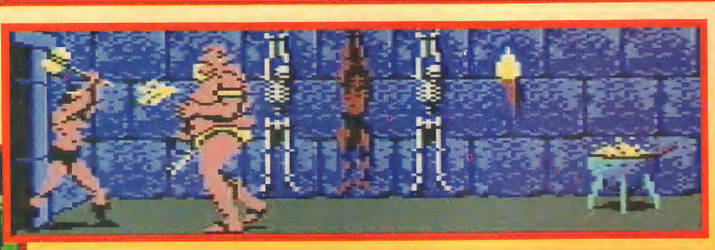
FORCE FACTOR 88%



DOUBLE DRAGON II

Virgin

After the disaster that was *Double Dragon*, the sequel could only be (save for the mother of all disasters) an improvement. Luckily it is, with some violent-looking sprites hitting each other and falling over. Obviously, this holds as much attraction as ever. Punching sprites is a safe hobby because: (a) you don't get arrested for it, and (b) it doesn't hurt when they hit you.



their house and poo through their letterbox), but it *does* mean that you can run away should things get a bit too tricky! Another progression is the addition of a multiload. Four sections are included, each with different scenery and

BARBARIAN II

Palace, Kixx

The sequel to *Barbarian* incorporates an element of exploration previously lacking in most hard-core beat-'em-ups. Rather than waiting for your assailants to storm into the arena, you have to go and find them yourself. Sadly, this doesn't give you utter freedom (for example, you can't go round to

A FIGHT, MATE?

However, try the two-player mode and this soon changes as you can knock down your assistant as well, leading to all manner of scuffling and bruising. This is probably the better of the three *Double Dragon* games, which is why I'm just off to shoot Phil for chucking that crate at me for the seventh time... (I didn't mean to, honest! — Phil).

FORCE FACTOR 79%

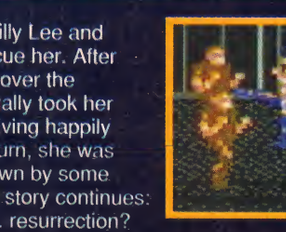
DOUBLE DRAGON III

Storm

The *Double Dragon* trilogy has possibly had one of the most topsy-turvy plots to be seen in computerland. Billy Lee (the hero) has a girlfriend called Marion. In the first game she was kidnapped and so Billy Lee and friend set out to rescue her. After kicking people in all over the country, they eventually took her home. Rather than living happily ever after on her return, she was machine-gunned down by some more bad guys. The story continues: revenge... fighting... resurrection?

You see, in *DD3* Marion has come back to life, only to be kidnapped (again) almost instantaneously. Billy (being Billy) sets out to do his usual act — and kick the living daylights out of everyone until he gets his girlfriend back!

DD3 is plain good, even if the plot's a bit dodgy. The difficulty level is well pitched, offering a long-term challenge usually absent in games of this genre. The graphics and sonics serve their purpose admirably and, all in all, it's a fairly solid beat-'em-up.



FORCE FACTOR 70%

things to fight. However, unlike most multipart games you're able to stay on the last level loaded for as long as you wish without having to reload. Obviously this adds to the game tremendously and makes *B2* a massive improvement on its predecessor. If you haven't already got it, GET IT!

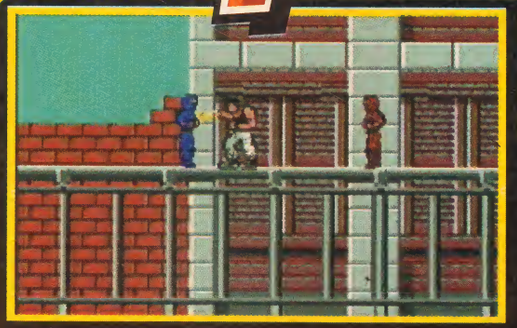
FORCE FACTOR 91%

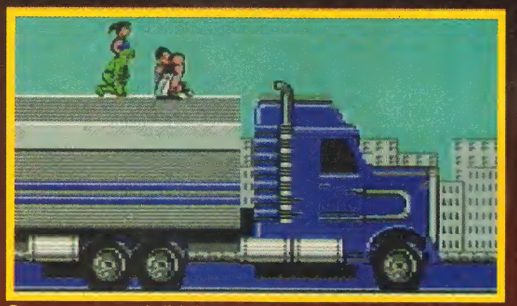
DRAGON NINJA

Imagine, The Hit Squad

In Shropshire (my humble county) there's a place called Telford. It's quite a large town, so somebody somewhere decided it would be a good idea to build an ice rink because there isn't another one for miles around.

When was I was younger, every now and then I'd go over to Telford with friends to go on the rink. But after a few near-fatal falls I decided to spend my time in the arcade room provided in the complex. This is where I discovered *Dragon Ninja* (Get to the point, son — Ed).





Unimpressed with the Speccy game, I didn't expect much from the C64 conversion either. But it turns out that *DN* on the Commodore is just about as good as it could be. The graphics are clear and colourful, the sound is atmospheric and the sprites (although occasionally sluggish) are well animated. Unfortunately, the two-player option is missing — it was this that really set the arcade machine out from the crowd. But this is hardly an essential element; in fact it's better to have a fast one-player game than a slow two-player.

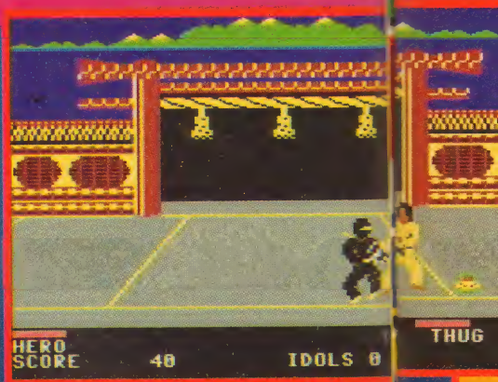
FORCE FACTOR 80%

FIST II

Melbourne House

The people behind *Fist II* had a similar idea as the programmers of *Barbarian II*: to take the original fighting theme and inject it with an element of exploration. This worked very well in *B2* as you never went for more than 20 seconds without having someone to fight. Unfortunately, *Fist 2* lacks that fine tuning, as you can sometimes wander for minutes without encountering a single enemy. Obviously, the action hots up during the combat sequences, the animation being of the same high calibre seen in *Fist*. So, if you're the sort of person who enjoys looking for fights rather than avoiding them, *Barbarian II* would be the better option.

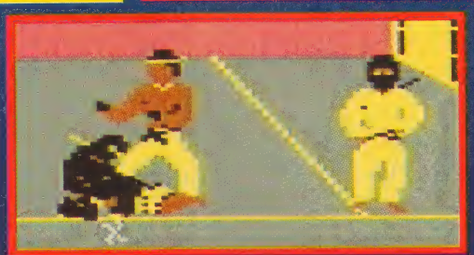
FORCE FACTOR 71%



HUMAN KILLING MACHINE

US Gold

The problem with writing a beat-'em-up is incorporating a feeling of weight into the characters' movements. Now I know this may sound strange, but when you direct the joystick in *Exploding Fist* and hit your opponent with a roundhouse kick, you can actually feel that a move has been made. Sadly, this feeling is not present in *Human Killing Machine*. While the graphics and presentation are of a very high standard, the animation is on the sparse side... just as it was in *Street Fighter*. The action is fast enough to make this a viable purchase, but I recommend you try before you buy to avoid disappointment.



multilevel landscape, collecting 'idols' while engaging in combat with warriors such as Evil Ninjas (very tough) and Thugs (mindless muscle-heads). Using the weapons made available to you along the way, you soon find the action hotting up and the poor quality of the sprites becomes unimportant.

Sadly no longer available, *Ninja* is still one of my favourite fighting games. If you ever stumble across it at a car boot sale snap it up.

FORCE FACTOR 70%

FORCE FACTOR 85%

GOLDEN AXE

Virgin, Tronix

In many ways *Golden Axe* is not in the same category as the likes of *Fist* and *IK+*, as there are very few moves available to the player. While this can work in games such as *Ninja Warriors*, it tends to kill most other beat-'em-ups. Luckily, it doesn't quite do that with *Golden Axe*, but I'd have seriously thought twice before buying this at full price. Now on budget, it's an essential purchase — even just to see the excellent graphics and presentation.

FORCE FACTOR 73%

NINJA

Entertainment USA/Mastertronic

This is probably the least well-presented and graphically incompetent game included in this feature — but strangely manages to be as compulsive as you could hope for! Your objective is to travel through the flickscreen

IK+

System 3, The Hit Squad

After the progress made by *Way Of The Exploding Fist* and *International Karate*, it seemed unlikely any programmer would be able to inject originality or new life into the beat-'em-up genre. *IK+* threw such scepticism against the wall, punched it in the head a few times and kicked its dog for good measure.

What makes *IK+* so revolutionary is the addition of an extra man. Whereas *Fist* and the original *International Karate* have only two competitors on screen, *IK+* has three, along with a few previously unused moves. Headbutting an opponent may not be

TARGET RENEGADE

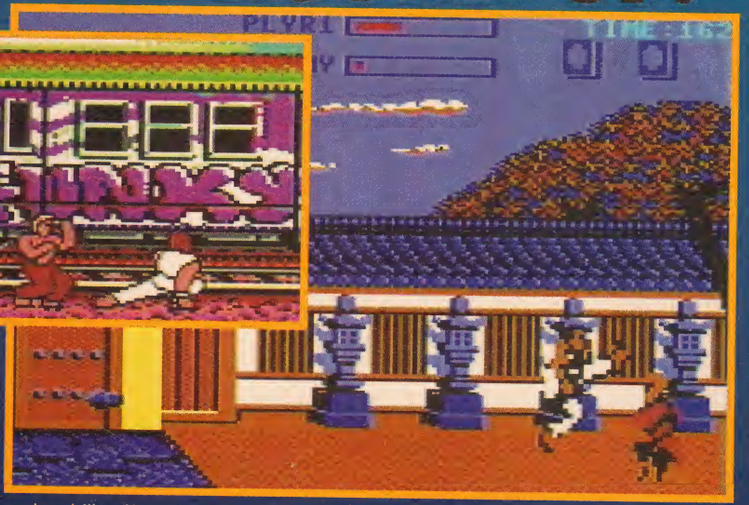
Imagine, The Hit Squad

Ocean's exceedingly violent beat-'em-up was bought and enjoyed by many, and rightly so. From the moment the game starts you're subjected to hideous beatings from well-defined sprites all the way through to the final confrontation with Mr Big.

My only real gripe is the absence of a two-player option. It's this that detracts from what could have almost been the best fighting game available.

Close, but no cigar.

FORCE FACTOR 83%

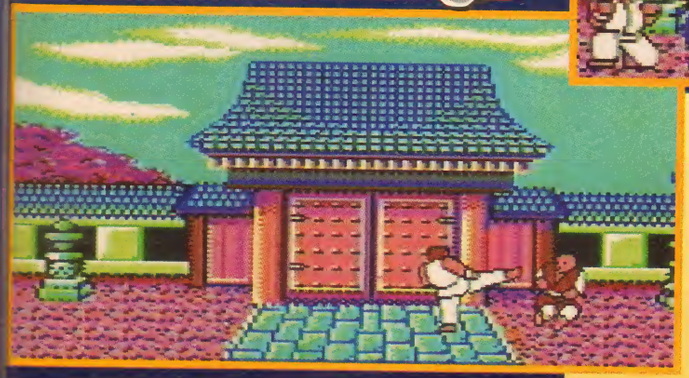


being good value for money, this also offered two different approaches at a single theme; an original (if curious) concept.

Of the two games, the UK version is better on playability (if not in graphics) because the U.S. version tends to be a little hard to control, leading to obvious frustration.

Street Fighter is a worthwhile purchase but there are better beat-'em-ups available for the C64.

FORCE FACTOR 73%



STREET FIGHTER

US Gold, Kixx

Street Fighter was originally released with the American version on one side of the disk and the UK game on the other. As well as clean sporting practice but soon becomes essential unless you fancy a size ten up your left nostril.

Amazingly, the programmers still had enough memory (*IK+* being a single load) to include an excellent subgame where our hero deflects balls fired from both sides of the screen with a small round shield. It sounds unexciting (and is impossible to describe accurately in the space available) but really does work well, giving a welcome break from the frenetic fighting.

The game's numerous graphical touches, such as water rippling in the background, spiders dangling from scenery and your character's trousers falling down, all add to the general excellence of this product. If you don't own a copy then, believe me, now is the time to go out and get one.

FORCE FACTOR 95%

WAY OF THE EXPLODING FIST

Melbourne House

As *Exploding Fist* and the original *International Karate* are almost identical I thought it pointless to include them both. *Fist*, as well as being the better of the two, reigned supreme as *the* beat-'em-up for a long time, until the arrival of the superlative *IK+* pushed it into second place.

Your objective is as simple as it could be: you begin as a novice, and must advance through numerous rounds of combat until you achieve the elusive rank of Tenth Dan. However, unlike *IK+*, the action isn't broken up by the inclusion of subgames that (to some) can inhibit the flow of action. Graphically it's top-notch, while the digitised screams and thuds add an atmospheric element sadly lacking in many games.

However, it's with the two-player option that *Fist* excels. Smashing the living daylights out of a computer opponent is fun, but the thrill of ruining lifelong friendships on the strength of one solitary roundhouse kick has to be experienced by everyone if they wish to have lived a full life.

FORCE FACTOR 91%

FREE! ZOOL

SOFTWARE PACK
WHEN YOU BUY AN AMIGA
FROM SILICA

PLUS!

GFA BASIC + PHOTON PAINT 2

TOTAL VALUE OVER **£265**

Silica are pleased to offer THE Software Pack of the Year FREE with every Amiga purchased at normal Silica prices. It includes the sensational new title ZOOL which has received rave reviews as the most original game ever seen on the Amiga.
ZOOL - "Knocks the socks off Sonic." - 97% - *Amiga Computing* - Nov '92
STRIKER - "Footballer of the Year - and no mistake ..." - 94% - *CU Amiga* - June '92
PINBALL DREAMS - "It's quite simply superb" - 94% - *AUI* - Sept '92
TRANSWRITE - Premier word processor (UK version) with a 90K spell checker.
Plus, with every Amiga from Silica, we will give you Photon Paint 2 paint package and GFA Basic programming language. A total of over £265 worth of free gifts.

ZOOL PACK:	
ZOOL - platform title of the year	£25.99
STRIKER - soccer simulation	£25.99
PINBALL DREAMS- pinball simulation	£25.99
TRANSWRITE - word processor	£49.95
PLUS!	
GFA BASIC v3.5 - programming language	£50.00
PHOTON PAINT 2 - paint package	£89.95
	£267.87

AMIGA 600

with FREE!

Lemmings AND DELUXE PAINT III

PLUS! FREE! ZOOL PACK + MORE! - SEE ABOVE

The new Amiga 600 uses state-of-the-art surface mount technology, for maximum reliability and features a 3½" floppy drive, mouse, TV modulator and smart card slot all as standard. The innovative smart card slot accepts games, ROM or RAM cards (from 1Mb up to 4Mb) and will take advantage of many future new developments. The very latest version of the operating system, Kickstart/Workbench v2.05 is used in the Amiga 600 and its enhanced chip set facilities include improved graphics resolution, increased genlock support and the facility for up to 2Mb of chip memory. The Amiga 600 is fully compatible with the A670 CD-ROM Drive and Interface which will give it access to a full range of CDTV titles and audio CDs.The Amiga 600 is available from Silica in several configurations including a special 2Mb RAM upgrade optional extra - see the chart below.

A600 + LEMMINGS + DPAINT III
£299
INC VAT - Ref: AMC 0666

NEW! AMIGA 1200

£399
INCLUDES BUILT-IN 18-KEY NUMERIC KEYPAD
INC VAT - Ref: AMC 1200

- Motorola 68020EC Processor
- 14.19MHz Clock Speed
- 32-bit Architecture
- 2Mb Chip RAM Standard
- Amiga DOS v3.0
- AA Chip Set for Enhanced Graphics
- 16 Million Colour palette
- 2-256 Colours on Screen
- 1 x 32-Bit CPU/RAM Expansion Slot
- PCMCIA Smart Card Slot takes 512K - 4Mb PC Cards
- Built-in TV Modulator
- 96 Key keyboard with Numeric Keypad
- 2½" Internal Hard Drive Optional Extra
- 1 Year On-site Maintenance

AMIGA 500 Plus CARTOON CLASSICS

PACK INCLUDES:

1Mb AMIGA 500 PLUS	£399.99
BUILT-IN 1Mb DRIVE	FREE
A520 TV MODULATOR	FREE
THE SIMPSONS	£24.99
CAPTAIN PLANET & THE PLANETEERS	£25.99
LEMMINGS	£25.99
DELUXE PAINT II	£79.99
PLUS! FREE FROM SILICA	
ZOOL PACK	£127.92
PHOTON PAINT v2.0	£89.95
GFA BASIC v3.5	£50.00
PACK VALUE:	£824.82
PACK SAVING:	£525.82
SILICA PRICE:	£299.00

We are pleased to offer the original 1Mb Amiga 500 Plus (Kickstart/Workbench v2.04), including a built-in 18-key numeric keypad and Cartoon Classics software at the unbeatable price of only £299. The Amiga 500 Plus can be upgraded, using any of the hundreds of peripherals that are now available, which include the award winning range of GVP hard drives. GVP peripherals can also provide PC emulation, additional RAM expansion, processor acceleration and extra hard drive storage space. There is also a wide range of expansions which give the A500 Plus higher resolutions and more colour and genlocking capabilities.

1Mb A500 PLUS CARTOON CLASSICS
£299
INC VAT - Ref: AMC 0592

NEW! AMIGA 600 PACKS

WILD, WEIRD & WICKED

The Wild, The Weird and The Wicked (WWW) is the title of Commodore's new Amiga 600 games pack. Priced at £349, it comes complete with Amiga 600 computer and mouse, plus a range of high quality entertainment software. For pack contents, plus a list of the FREE gifts from Silica with every Amiga 600, see the chart on the right.

£349 Inc VAT AMC 0649

EPIC 'HARD DRIVE' PACK

For the more serious user, the £499 Epic Language Pack is based around the A600HD, the A600 with 20Mb hard drive. It includes challenging adventure games and software for the linguistically minded! Details are shown on the chart on the right along with a list of the FREE gifts from Silica with every Amiga 600 purchased.

£499 Inc VAT AMC 0799

AMIGA 600 COMPUTER OPTIONS

	NO HARD DRIVE 'LEMMINGS'	NO HARD DRIVE WWW PACK	20Mb HARD DRIVE EPIC PACK
1Mb AMIGA 600 + MOUSE, 3½" Disk Drive, TV Modulator, Smart Card Slot	£299.99	£299.99	£299.99
20Mb HARD DISK - Very fast, mass storage for programs and data	-	-	£299.00
DELUXE PAINT III - Award winning graphics and animation package	£79.99	£79.99	-
LEMMINGS - Save the Lemmings as they drop into 100 screens of danger	£25.99	-	-
MICROPROSE GRAND PRIX - Racing Sim with all the thrills & spills of the track	-	£34.99	-
SILLY PUTTY - The pliable arcade game of immense playability	-	£25.99	-
PUSH OVER - A game of puzzles. Can G.I. Ant save Colin Curly's Quavers?	-	£25.99	-
EPIC - A Sci-fi adventure. Can you guide a space fleet across the solar system?	-	-	£29.99
ROME - Your goal is to become Emperor in this role playing adventure	-	-	£25.99
MYTH - Can you stop the spread of evil and question the judgements of the gods?	-	-	£19.99
TRIVIAL PURSUIT (in 3 languages) - The great trivia qulz game for the Amiga	-	-	£29.99
WORD PROCESSOR + DICTIONARY (in 5 languages) - For creating documents	-	-	✓
1 YEAR ON-SITE WARRANTY	✓	✓	✓
***PLUS!* - FREE FROM SILICA**			
ZOOL PACK - Four top Amiga titles - see panel above	£127.92	£127.92	£127.92
PHOTON PAINT v2.0 - An art package with numerous features & special effects	£89.95	£89.95	£89.95
GFA BASIC INTERPRETER v3.5 - A language for programmers of all levels	£50.00	£50.00	£50.00
TOTAL PACK VALUE:	£673.84	£734.82	£972.82
LESS PACK SAVING:	£374.84	£385.82	£473.82
SILICA PRICE:	**£299**	**£349**	**£499**
2Mb RAM PRICE OF UPGRADE TO 2Mb RAM WITH BATTERY BACKED CLOCK	+£45 RAM 0610	+£45 RAM 0610	+£45 RAM 0610

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

031292-1015

SILICA SYSTEMS OFFER YOU

- *FREE OVERNIGHT DELIVERY:* On all hardware orders shipped in the UK mainland.
- *TECHNICAL SUPPORT HELPLINE:* Team of technical experts at your service.
- *PRICE MATCH:* We normally match competitors on a "Same product - Same price" basis.
- *ESTABLISHED 14 YEARS:* Proven track record in professional computer sales.
- *£12 MILLION TURNOVER (with 60 staff):* Solid, reliable and profitable.
- *BUSINESS + EDUCATION + GOVERNMENT:* Volume discounts available **081-308 0888.**
- *SHOWROOMS:* Demonstration and training facilities at our London & Sidcup branches.
- *THE FULL STOCK RANGE:* All of your requirements from one supplier.
- *FREE CATALOGUES:* Will be mailed to you with offers + software and peripheral details.
- *PAYMENT:* Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE 081-309 1111

SILICA SYSTEMS

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX — Tel: 081-309 1111
Order Lines Open: Mon-Sat 9.00am-6.00pm — No Late Night Opening — Fax No: 081-308 0608

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA — Tel: 071-580 4000
Opening Hours: Mon-Sat 9.30am-6.00pm — No Late Night Opening — Fax No: 071-323 4737

LONDON SHOP: Selfridges (1st Floor), Oxford Street, London, W1A 1AB — Tel: 071-629 1234
Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm) — Late Night: Thursday - 8pm — Extension: 3914

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX — Tel: 081-302 8811
Opening Hours: Mon-Sat 9.00am-5.30pm — Late Night: Friday - 7pm — Fax No: 081-309 0017

ESSEX SHOP: Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA — Tel: 0702 462426
Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) — No Late Night Opening — Fax No: 0702 462363

To: Silica Systems, CFORC-0193-80, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A 64 PAGE AMIGA COLOUR CATALOGUE

Mr/Mrs/Miss/Ms: ..... Initials: ..... Surname: .....

Company Name (if applicable): .....

Address: .....

.....

..... Postcode: .....

Tel (Home): ..... Tel (Work): .....

Which computer(s), if any, do you own? 80H

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

MANGRAM'S MAIL BAG

At bloomin' last! I knew they couldn't do without me, these kids... So here I am: Lloyd Mangram, man of letters, philosopher of the people, agony uncle extraordinaire, hero of (get on with it! — Ed)... Well I'm back behind my letters desk, and there'll be a few changes, I can tell you. Like my pay, for one — it's disgusting! How can anyone be expected to live on what I get, and with food so expensive too? I can remember when you could see George Formby at the Palladium, go for a quick pint, catch the bus home, get some chips for tea and still have change from a shilling. Those were the days, eh...

TO BUY OR NOT TIB!

Dear Folks
I bought my son an 'Ultimate' disk drive by mail order from TIB plc of Bradford. I discussed with them the suitability of their machine for an 11-year-old. They were kind, considerate and helpful and assured us that the 'Ultimate' would do all the things my son required it to.

The games included on the utility disk were pathetic to say the least. TIB recalled the machine in January due to some bug in the interface, so it was February before we could try and get the 'Ultimate' to work for us — to no avail. We brought in a computer expert, but even he couldn't make the machine work. The only thing it does is play games. It won't even record my son's programs from tape to disk. The handbook is of little use to a child — and even I have difficulty understanding the instructions.

TIB at first were polite and helpful when we asked for advice, but when the problems continued they chose to ignore further communications. Trying to contact the director Steve Tranter is futile — if I phone I'm left on 'hold', letters sent by recorded delivery are ignored. I'm told by a member of staff that Mr Tranter is sorting out a lot of problems with the 'Ultimate'! After eight months of frustration and it lying unused we've returned it to TIB and await the next part of this long, drawn-out farce.

Have any of your readers experienced similar problems with the 'Ultimate'? TIB promised to keep customers up to date with available software — they were going to produce their own titles — but again nothing.

The whole business has turned into an expensive disappointment for my son because we were also encouraged to buy more disks, plus case, plus disk cleaner from the company.
Mrs P Simons, Exhall, Coventry
PS. We have taken the advice of Trading Standards.

● ***And the saga doesn't end there. Just a few weeks later, the following letter arrived...***

LATER THAT MONTH...

I wrote to you regarding my problems with TIB plc and their 'Ultimate' disk drive which was the ultimate in mistakes. I thought you'd like to know we've now had a full refund. A cheque arrived for the full cost last Friday. I must admit I was giving up hope of any refund and was preparing to take action in the small claims court this week. I don't know what gave them a change of heart but they've apologised for the length of time taken to give a refund and mentioned the re-launch of the drive for the Christmas market.

I wonder if this response has come from my mentioning contacting you in my last letter? Well, it's done the trick — mentioning your magazine has obviously reached parts of TIB that none of my other letters reached. Thank you for your interest but I do wonder how many 'Ultimate' users have given up hope of their money back? How many people would be willing to fight a company for eight months for the refund?
Mrs P Simons, Exhall, Coventry (again!)
PS. TIB say there was a 'bug' in the interfaces supplied to them from Taiwan!

● ***TIB are indeed planning to re-launch their 3.5-inch disk drive, but at the time of going to press we've no idea when.***
LM

JUST A MYTH...

Yo guys
I read somewhere that *Myth 2: Dawn Of Steel* is being programmed. Have you heard anything about it?
System 3 have no plans to convert it to the C64.

Is there or will there ever be a *Spy Vs Spy 4*?
No and no, in that order.

My friend has an Atari ST and we argue about the playability and the loading time. We wrote to

HERE TODAY... CROM TOMORROW?

Right then Bash
Down to business. You said you prayed to me every night, but since then I've been monitoring your prayers — you haven't said a blimmin' thing! I was very angry with you at first, but now I've cooled off a bit. But I'm still considering your punishment — what about wrapping a galaxy round your throat, feeding you to the bug-blatter beast of Trall and reincarnating you as an amoeba, then destroying you with a quick squirt of Domestos? Well I won't do that as you wouldn't be able to print my letter then, but I might change my mind if you don't print it anyway...

While I'm writing this letter I might as well catch up on what's happening on the C64 scene. How do I complete the last level of *Navy SEALs*?
Write to the Tips Clinic — we don't give tips on the letters page.

Why does everyone get excited over adventure games? They're really crap! Please don't put any more on the covertapes.
Selfish oaf — loads of people like 'em, you know.

Where in the universe can I buy *Creatures* or *Turbo The Tortoise*?
For* Creatures *contact Thalamus at* Unit 29, Riverside Business Centre, Victoria St, High Wycombe, Bucks HP11 2LT. *The rights for* Turbo *were snapped up by CodeMasters after Hi-Tech went into receivership. It should be making an appearance on their latest compilation,* Super All-Stars, *soon.
Crom (human name, Seb Kennedy), Winchester, Hants

● ***Seb, you're a lucky man — if Bash read this you'd be hanging from Tyburn tree by your small intestine! How dare you pretend to be his god (a god that can't complete* Navy Seals? *Tish...), insult adventure games, and then threaten him to boot? You're either very brave or very stupid, but as the real Crom's probably turned you into a lightly boiled vegetable by now, I suppose it doesn't really matter.***
LM

THE BATTLE RAGES ON...

LETTER OF THE MONTH!

Dear Lloyd
It's my duty to tell you a story, not just any story, but one that will have you totally miffed. Long ago in a far away galaxy there was a planet called Magazinia. It had many people living on it, but they didn't always get on too well. The two main tribes were the Zzaptrons (also known as Zzapers) and the Formatters. There was a third tribe called the Crashers, but they lived too far away to fight.

The clever Formatters planted one of their own as leader of the Crashers, and her name was Lucevant (doesn't that name sound familiar?). The land of Crash soon fell, and while a few joined the Zzapers or Formatters, most went to a tribe called SU and were quickly forgotten. Lucevant became leader of the Zzapers, and proceeded in wrecking the tribe. The Zzapers started to lose, and I don't know what happened after that...

Now after that amazing story, could you answer a few questions? Is anyone going to convert *Knights Of The Round* to the C64?
Sorry — none of us have heard of it.

Why don't you do a section on tips for old games?
If anyone wants to send us some, we'll be happy to print them. Remember, you could win an Action Replay cart!

How about a 'Diary of a Game'?
It's on its way — honest.
Paul O'Brien, Cork, Ireland

● ***An interesting story Paul, and being the genius that I am, I can exclusively reveal what happened next... Steve Shields, who is actually the warlord Shee-tah from the planet Norvanshel, took charge of the Zzapers — the battle was long and terrible, but they snatched victory from the jaws of defeat.***

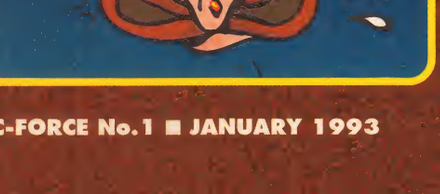
Inspired by their epic victory they founded a new city, which they called Commodore Forceville! Brighter, better and more blindingly brilliant than any other city, it opens its gates to welcome all.
LM

I TOLD YOU SO

Dear Folks
I might be slightly out of date, but I must say the language in your mag. is a bit ripe to say the least. I just can't see the point in swearing.

Onto the compliments. May I say what an ace, cool, rad excellent, heinous, great, perfect, exceptional, simply-the-best magazine you've got. Its colourful design and great reviewers almost make up for the swearing. And the covertapes... they're brilliant! Cheers!
Stephen Horn, Canterbury, Kent

● ***Stephen, you can f... no, I'd better not! Yes, you're a wee bit behind — there's no smutty jokes or pointless swearing in COMMODORE FORCE! If anyone uses a naughty word, they have to put a quid in the Lloyd Mangram swear-box. At the end of each month I count it up and pocket it — well, I have to supplement my meagre wage somehow, don't I?***
LM



an ST magazine who said the ST loaded faster and played better (well they would, wouldn't they?), so we wondered what you had to say.

The ST certainly loads faster than the C64's tape drive, but playability comes from the software, not its host machine. And let's face it, do you really want to splash out anything from eight to thirty quid every time you want a new game? ST mags don't even have full games on the cover any more.

Is Phil really that fat?
Let's put it this way — when he walks past a window we lose two hours daylight.

Why does Steve's beard receive so much flak? I like beards, even if Steve's is crap.
Mate, you should've seen it! it was AWFUL! He shaved it off in a vain attempt to find his chin, so it's now getting revenge by clogging up his electric razor. To make matters worse, Ian's now trying to outdo him by growing the crappiest chinful of bum fluff I've ever seen.

So Nintendo are taking over Commodore? Is it true that...
Snip — let's nip this in the bud. The Nintendo/Commodore takeover was a stupid April Fool trick that half the stock market fell for.

Last but not least, tell James to sod off.
No, but I told him to get his hair cut! Flippin' ruffian.
Albert Shadwell, no (printable) address supplied

CRAP RRAP

I'm not writing to ask questions, but just to make a point and end up praising COMMODORE FORCE, even though it costs a hefty £4.53 over here in the land of saints and scholars. A few minutes ago I was picking through my old, crap budget games (well at least I think they're crap) — you know, the ones your aunts and uncles get you. They buy the game, thinking it's brilliant because it's got 'not to be missed' or 'fantastic game' plastered across the inlay. My point is this: why should software companies be allowed to get away with this? Take *Harrier Attack* from Encore — on the cover it says 'fast and furious in-flight manoeuvres' and 'excellent flight simulator'. It's one of the worst games I've ever played. This sort of thing shouldn't be legal as it's false advertising.
Robert Byrne, Co Kildare, Ireland.

● ***Sorry about the high price of our illustrious mag in the Emerald Isle. We can't do anything about it as the Irish pay VAT on books and magazines, but we lucky British don't — write to your MP, or better still take out a subscription and save a fortune! You shouldn't believe everything you read on cassette inlays, as they're designed to sell, not to tell. The best way to avoid crap games is to check out the COMMODORE FORCE review before you buy, and maybe drop a few helpful hints when the relatives are round.***
LM

PERTINENT QUESTIONS — NOT!

Dear Lloyd
I've never written before and I'll probably never write again (no, I haven't just learnt to write and I'm not about to lose my hands), so please print this letter. Here are some questions:

Where can I get a copy of *Racing Destruction Set*? It looks just my sort of game.

HE KNOWS, YOU KNOW...

Dear Lloyd
A while ago (Issue 89) someone wrote to ask if Manfred Trenz was making a *Turrican 3*. If you finish *Turrican 2* and read the credits, you'll notice that Trenz says 'this will be my last game', so obviously there won't be a *Turrican 3*.

And now for a few questions...

1. Will *Sonic The Hedgehog* ever be available on the C64?
NO! Sega are very protective of their blue buddy, and refuse to license any conversions. If you want to play Sonic you'll have to buy a Sega, which is of course exactly how they want it.

2. What happened to Commodore Power?
It went 'pop' — I suppose you could call it a Power cut!

3. Is the Amstrad better than the Commodore?
Is Phil anorexic?

4. Do programmers do their programs in BASIC?
Has Steve got a Jimmy Hill chin? Of course they don't, they use machine code!

5. Is there a film of *RoboCop 3*?
It'll hit the silver screens around Christmas time.

M+T TIBERS

Dear Lloyd
I'm not going to waste time going on about how your magazine's great. Instead I'd like to talk about your reviews.

What's the point in having two or (in the case of *Nobby The Aardvark*) three reviewers to a game? I mean, if one person said a game's great and another said it's crap, who do we believe? And if they all agree, what's the point?

Also, I like your ratings box as it breaks down the most important parts of a game, but why don't you tell us about multiloads too? Many a time I've thrown a good game out of the window because it's got a hideous multiload!

David Murphy, Cork, Ireland

PS. call this letter 'M+T Tibers' *(why? — LM).*

● ***Hmmm... an interesting point about reviews, but I'm not sure I agree. Having two reviewers per game means the readers get two opinions to chew on. If we disagree about a game (and this does happen occasionally) it's up to the reader to look at the reviewers' comments and decide for themselves which one they agree with. Let's face it — if only one person had written the review, you'd have no choice at all about who to believe! Thanks for bringing it up though: constructive criticisms are always welcome.***

As for multiloads, we agree they can be annoying — if a multiload's a major pain-in-the-whatsit we'll mention it in the body text in future. Promise.

LM

Sorry, it's been deleted — your only hope is to try second-hand software dealers or car boot sales.

What happened to 'Your Commodore'? It disappeared off the face of the Earth.

Didn't it just? And let's face it, who cares?

Last and most definitely least, I'm thinking of getting an Amiga soon, and keeping my Commodore 64 as well. What's the best Amiga mag around?

For the gamer, there's only one magazine — AMIGA FORCE! Packed with reviews of the very best games, terrific tips and brilliant cheats, this is the only magazine you'll ever need.

Goodbye now, I have to go back to playing the brilliant *Motor Mania* by Audiogenic.

Ed (not as in editor)

● ***Here's another plank who didn't put his name and address on his letter. Good job he's not getting a prize, isn't it?***

LM

003.5

Dear Lloyd
I love the way you give two different opinions of each game instead of just one. It gives a more honest opinion of the game.

Glad you like our review system — just goes to show you can never please everybody! What do other readers think?

Are there any more decent platformy shoot-'em-ups like *Midnight Resistance*?

***Check out* Navy SEALs, RoboCop 3, *and* Total Recall.**

Can you transfer a tape game to a 3.5-inch disk using the power cartridge, or any other method? And will Flair be putting *Elvira 2* on 3.5-inch disk?

You can transfer any unprotected game to 3.5-inch disk, but protected games are harder — you'll need an Action Replay cartridge, a cartridge splitter (device used to get two carts in the cartridge port), and permission from the copyright holders. Due to reliability problems with the interface the drive won't be available this side of Christmas, so we'll have to wait till then to see what software support it gets.

I've got *Creatures 1 & 2*, but the first game crashes every time I load it. I've tried adjusting the tape heads but nothing works.

Try sending it back to the software house then.

Finally, is there any chance of putting a decent racing game or beat-'em-up on the covertape?

Check out this month's Continental Circus *for rip-roaring racing.*

Richard Wheeler, Bradway, Sheffield

RUNNING THE GAUNTLET

Dear Lloyd
Could you please help with a small problem? I ordered *Gauntlet 3* direct from US Gold in February of this year, and I haven't had anything yet. I've written several times to US Gold concerning this matter and the only response I got is 'it hasn't been released yet'. C'mon, the review appeared 17 months ago! What should I do if I don't get it? Please print my letter!

Mikael Heinrichs, Finland

● ***We spoke to US Gold marketing supremo Danielle Woodyatt, and were told that because of the delay in getting the game into the shops it'll go straight onto Kixx (US Gold's budget label). The problem's with the code — they can't get it off the development system and onto tape/disk, and the original programmer (who presumably could) has been desperately ill. Ring Leigh Whitehead at US Gold (021 625 3366) and she'll sort something out.***

LM

STREETFIGHTER WHO?

Dear Commodore Force
Please (X 1000) could you beg the programmers of *Streetfighter 2* to release the game on cartridge. I believe it would be the biggest selling Commodore cart ever!

Alas, no. Fewer and fewer software companies are supporting cartridges these days, and US Gold have never done so.

Is there an Amiga emulator for the PC?

No, and there never will be — the Amiga contains too many custom chips. An emulator would be at least as expensive as an Amiga.

How about some classics such as *Nemesis* on the covertape? *Cops* was the best reader game ever!

Wait and see — we've got some cracking games lined up.

How can I get...

SNIP! I'm fed up of being asked how to get hold of this game or that game. The answer's always the same — check out the Forcefield Plaza! Not only can we get you ANY game that's currently available, we'll also get it a little cheaper!

Finally, could you print a sort of scanner telling us when games are going to be released like the one in a certain other mag? Theirs is hopelessly inaccurate.

No. Release schedules change so much that unless a game's almost finished, it's impossible to predict when it'll hit the shelves. Besides, what's the point of publicising a game that won't even be previewed for at least six months? Far better to wait until you've got something useful to print, methinks!

Well that's about all, but as a famous person once said, 'I'll be back!'

Chris Patton, Bangor, Northern Ireland

6. What's the address of Thalamus?
Check out Seb Kennedy's cheeky little missive elsewhere in this column.
7. What is machine code?
A programming language that can be understood by computers. Before a computer can 'use' a program written in BASIC, COBOL, C, etc, it has to translate it into machine code, which slows it down considerably — machine code is tougher to learn, but runs much faster.
9. Who's doing *Streetfighter 2* and what's their address and phone number?
US Gold, but I don't think they'd appreciate sackloads of letters and countless phone calls asking when it'll be ready.
10. What has the better graphics, the Amiga or Super Nintendo?
The SNES has more colours, but the Amiga runs faster. And let's face it, do you really want to splash out up to £50 every time you want a new game?.

Clom de Cleir, Limerick, Ireland

● ***That does it — that's the last long list of questions we'll be printing. Let's have some pertinent insights into the Commodore scene, witty C64 anecdotes, complaints about the state of the roads outside your house, ANYTHING except question after question after question.***

LM

EVER BEEN 'AD

Dear Lloyd
I find it very strange that no-one advertises the C64 computer in your magazine. Amiga and Atari are advertised every month! In order to increase your circulation I would've thought your mag would sell them, preferably with a disk drive, as this is one area where the Commodore 64 wins out over other computers. Tape loading should be extinct — disks are easier, faster, and usually 100% error free.

R Foster, Sheffield
PS. Do you know where I can get a disk version of MicroProse's *Pirates!*?

● ***No, but the cassette version's coming out on the Kixx budget label soon.***
Regarding advertising, it's up to the companies who place the ads to decide what they advertise — we have no control over it! Besides, what's the point in advertising a Commodore 64 computer in a Commodore 64 magazine? All the readers have one anyway.
LM

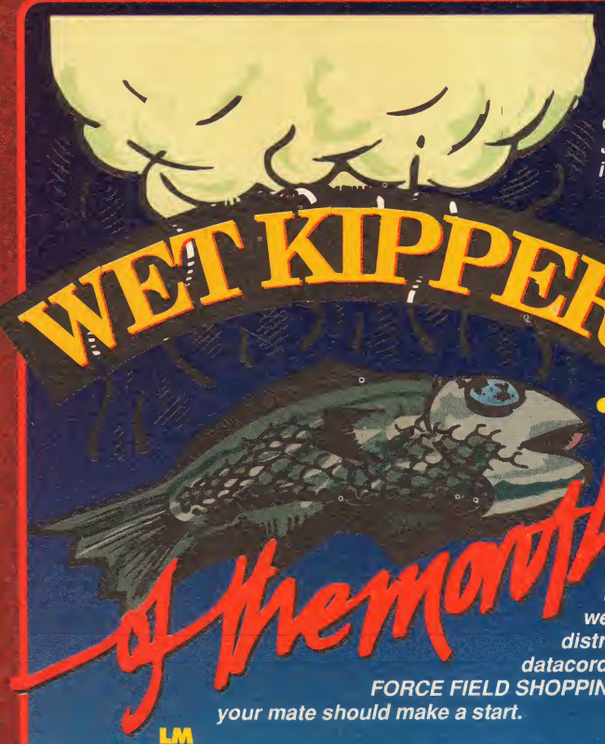
MUSIC TO HIS EARS

Dear Lloyd
I recently purchased a Commodore 64, and have tried to purchase a music composer cartridge to go with it, but there aren't any in Ireland. I would be grateful if you could give me the names and addresses of retailers in the UK where I could get one.
Jonathan O'Conner, Co Cork, Eire

● ***What's a 'composer cartridge' when it's at home? You've got us completely stumped on that one, but Datel Electronics produce a number of hardware music utilities for the C64. They can be contacted at: Govan Rd, Fenton Industrial Estate, Fenton, Stoke-on-Trent, England, ST4 2RS. Tel — 0782 744 707. If it's a keyboard sequencer you're after, check out the Forcefield Plaza.***
LM

TAPE TRUBS

Dear Lloyd
Why did Commodore stop putting the datacorder with the C64?
Just for the record, they ran out — it's as simple as that!
I got a Commodore for my birthday, but there was no datacorder with it. Could you send me one please? You're my only hope!
John Paul Cawley, Co Sligo, Ireland
PS. Please print this letter, as I've bet my friend a fiver you will.



● ***Now is that wishful thinking or what? Yes of course you can have a datacorder John, we're up to our elbows in 'em here! And while we're at it, we might as well throw in an Amiga, a couple of Mega Drives, Phil's desk, James's wig and the flippin' kitchen sink! Get wise — we're a magazine, not a hardware distribution charity. If you want a datacorder, save up and buy one from the FORCE FIELD SHOPPING PLAZA. The fiver you just won off your mate should make a start.***
LM

LAST REQUEST

Dear Commodore Force
Your mag. is really ace and brill. Now can I ask a few questions?
What? Oh all right then — but this really is most definitely the last list of queries we print — ever!
1. What's the cheapest printer for my C64, and where could I find it?
Phone Silica Systems on 081 309 1111 for price and compatibility details.
2. Most people at school think the Spectrum is the computer with the best graphics. I say they're wrong and the Commodore's better. Who's right?
You are, of course! If your friends don't believe you, take them into your local newsagent and compare the screenshots in COMMODORE FORCE with the ones in Spectrum mags.
3. Could you please review the *3-D Construction Kit* as I'm thinking of buying it.
It's too old for a COMMODORE FORCE review, but I can tell you it's a great utility for Freescape fans.
4. What do you think is the best 3-D game? *Castle Master*?
Without a doubt — especially as it's now out on budget.
5. Umm...
Er...
That's about all for now — keep up the good work.
Matthew Hopkinson, Bude, Cornwall

IN THE CLUB

Dear Peeps
I'm running a club for Commodore users, supporting the C16 and C128 as well as the good old 64. We publish a magazine every two months, and would like to know if it's OK to review games in our magazine. Please publish this letter and if anyone wants a copy of the mag. send a SAE to: David Griffiths, 10 Chichester Avenue, Netherton, Dudley, W Mids DY2 9JJ.
David Griffiths, Dudley, W Mids

● ***Of course it's okay to publish games reviews — as long as you don't break any laws, why shouldn't it be? If anyone wants a copy of David's magazine, drop him a line. He didn't send us a copy (hint, hint) so we can't tell you what it's like.***
LM

Ah, what a satisfying feeling: there's nothing like answering your letters. So to make sure I can do it all again next month, send your missives to *Lloyd Mangram, COMMODORE FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.* Pleas to the Ed for a 'Lloyd pay rise' will be especially welcome!

50 GAMES

AVAILABLE ON TAPE OR DISK

A compilation of 50 of the best PD Games. Includes arcade games, sports sims, adventures, pinball etc, etc. On tape or disk.

£12.99
Post Free

PD CATALOGUE

A catalogue is available giving details of 1000's of PD programs for your C64/128, from serious applications to demos & games. To obtain yours, send an SAE or 2 First Class Stamps. State tape or Disk

KINGSWAY COMPUTERS
72 GLENCOE RD, SHEFFIELD S2 2SR
TEL (0742) 750623

Access VISA

Commodore 64 Power Supplies	£19.99
Commodore 64 Compatible Data Recorders	£22.99
Commodore Tape Head Alignment Kit	£9.99
Tape Head Demagnetizers	£9.99
Commodore 64 Light guns and games	£29.99
Commodore 64 Handbooks	£6.99
Commodore R.F. leads	£3.99
Commodore 64C Modulators	£19.99

Prices include VAT, postage and packing

All orders sent by return: Cheque/Visa/Access

Trading Post, Victoria Road,
Shifnal, Shropshire TF11 8AF

Tel/Fax (0952) 462135

Access VISA

You're not the only one reading this....

There are thousands of C64 users out there looking at this right now - wondering what game or accessory they're going to buy next.

The only difference is, this is one of our adverts, to make it yours

Phone Sheila, Pete or Michelle now on (0584) 875851

BINARY ZONE PD

- Britain's Leading C64 PD Supplier -

WE STOCK ONLY THE VERY BEST PD FOR THE CBM 64 INCLUDING MUSIC AND GRAPHIC DEMONSTRATIONS, UTILITIES, PD GAMES AND MUCH MORE! NOT ONLY DO WE SUPPLY THE LATEST RELEASES BUT WE ALSO STOCK MANY OF THE CLASSIC GOLDEN-OLDIE DEMOS! YOU ARE ENTITLED TO A -FREE- DISK OF YOUR CHOICE WITH YOUR FIRST ORDER!
WE DONT JUST CATER FOR DISK USERS EITHER, NOW TAPE USERS CAN GET IN ON THE ACTION BY CHECKING OUT THE NEW TAPE RANGE WHICH COMPRISES OF SEVERAL 90 MINUTE CASSETTE COMPILATION TAPES BURSTING AT THE SPOOLS WITH THE HOTTEST PUBLIC DOMAIN SOFTWARE CURRENTLY AVAILABLE!

THE BINARY ZONE AUDIO RANGE

AS WELL AS SUPPLYING PD SOFTWARE, BINARY ZONE HAS JUST RELEASED THE AUDIO RANGE. WE HAVE PRODUCED TWO 90 MINUTE MUSIC CASSETTES CONTAINING THE BEST PD MUSIC FROM BOTH THE CBM 64 AND AMIGA!
FOR MORE DETAILS SIMPLY WRITE DOWN YOUR NAME AND ADDRESS AND SEND IT ALONG TO THE USUAL BINARY ZONE PD ADDRESS WITH A-FIRST CLASS STAMP-.... I WILL THEN SEND YOU A SCRUMMY -FREE- CATALOGUE!
PLEASE MAKE SURE YOU STATE WHETHER YOU ARE INTERESTED IN A -TAPE CATALOGUE-OR A- DISK CATALOGUE- SO I SEND YOU THE RIGHT ONE. DETAILS OF THE AUDIO RANGE ARE CONTAINED IN BOTH CATALOGUES.

CONTACT BINARY ZONE PD AT:-
34 PORTLAND ROAD. DROITWICH. WORCS WR9 7QW

GREETINGS TO: MAD, BETRAYER, FLIMBO, TLF, HELLRAISER, UNCLE X, FEEKZOID, THE CHIEF, ANDY (DUSTCART) ROBERTS, JOHN WELLS, FROSTIE, MARTIN (RESPECT) SCULLY, STIMPY & SMOKIE/64 EXPRESS, ALF YNGVE AND ALL MY OTHER CHUMS AND CONTACTS IN THE SCENE!

ARE YOU THE NEXT GAZZA?

Greetings earthlings. Do you eat joysticks for breakfast? Is no computer game too hard? Do you cruise through the levels like a hot knife through butter? Reckon you can thrash one of the COMMODORE FORCE reviewers?

Well, now's your chance. That foolish flab-mountain, Footy Phil, reckons he's top of the league when it comes to *MicroProse Soccer*. With his tough tackling, dexterous dribbling and bendy banana-shots, he's trounced the Ed more times than even he's had hot dinners! Quite frankly, the lard-tub's continual gloating has made me so sick that I was about to wipe the smile off his face with my Suckomatic probe. Then, the Ed came up with an ingenious alternative: get a reader to achieve the same result by beating the walking pork pie at his favourite footy game.

If you're chosen for this great honour, we'll pay your travelling expenses and supply free refreshments (including orange squash at half time!). You can even bring along a friend (if you're over 18, otherwise we must insist you're accompanied by a parent/guardian) — we'll pay their expenses too! And, after I threatened to lop off his head with my laser sword, the Ed promised to give you both some COMMODORE FORCE goodies, too.

You'll have to be good, though, with all the skills of Gazza, Bobby Charlton, and Pele rolled into one. To enable me to determine the best candidate for the job, I need to know how far you've got in the International Challenge, and your best victory over a top team (Germany, Brazil, etc — not Oman!). Just fill in the form below and send it to *FOOTY CHALLENGE, COMMODORE FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW*, to reach us by 10 December at the latest (the challenge will take place in our March issue).

And don't even think of falsifying your footy achievements: challengers who fail to live up to their promise will get an awful lot more than just a gammy knee!

COMMODORE FORCE CHALLENGE!

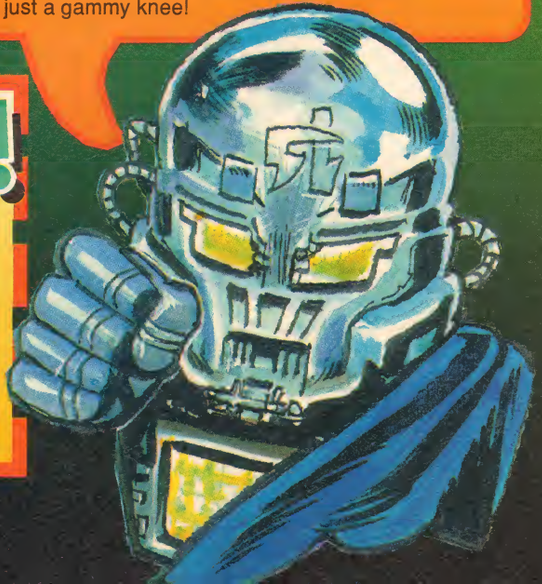
- **I can trounce that flabby Phil at *MicroProse Soccer* any day. I'll knock so many goals past him, he'll be sick as a parrot.**
- **My most famous victory (5-minute halves) is ..... against .....**
- **In the International Challenge I've beaten .....**

Name .....

Address .....

.....

.....Postcode.....



THE TIPSTER!

Welcome, Force fans, to the greatest tips section in the history of time. Never mind all those other limp, watery cheat pages you see in other mags (snarl) — if there's a certain game you're stuck on, this is the place to solve your worries. You know, people ask me, 'Tipster, how come you're so great at playing games?' I casually smile, tell them to stop polishing my shoes and, you know what?, I just can't answer. At the age of just eight months, while other kids were learning to crawl, I was completing complex RPGs and blowing away end-of-level baddies by the bucket load. At nursery school I wanted no part of finger painting or the sand pit. Not me — I was educating my fellow infants on the latest game releases. Ahhh, enough of my reminiscing, down to brass tacks. This month I've got lotsa hints 'n' tips for a mass of games, including that blinder *Double Dragon III*, *Terminator 2*, *Flimbo's Quest* and a wealth of game-beating pokes. So lock up your parents, charge up your 64 and let the games begin...

And here's the winner of the truly brilliant Action Replay cartridge, yes it's (loud, rumbling applause)... **Zahur Khan** for his sparkling tips on *Supremacy*. Nice going Zahur, your prize is on its way.

SUPREMACY

● Virgin

Strategy games don't come much better than Probe Software's *Supremacy*, and these are some supremely good tips.

GENERAL HINTS

1. Buy two horticultural stations and one mining station, set them on Starbase's surface and start them up.

2. Buy and launch one solar satellite.

3. The cheat. There are 65 days in one year in this game. In every even-numbered day, some population is generated and in every odd-numbered day, some credits are generated. So the only way to get maximum credits and have your population go up at the same time is to do the following. Just as an odd day is about to start, put the tax rate to 100%. When the credits are generated, put the tax rate to 0%. When population is generated, put the tax rate back to 100% and repeat the whole procedure. This way you get maximum credits and have an increased growth rate and morale. The only problem you may encounter is not producing enough food for your population.

4. Once you have enough citizens, you can start making an army. Fill all your 24 platoons with 200 men. Then leave them to be trained to 100%.

5. Now buy three more horticultural stations, so

DOUBLE DRAGON III

● Storm

A certain Michael Johnson who hails from Huyton, Liverpool has sent in this nifty guide to the first six levels.

GENERAL TIPS

1. Most of the end-of-level guardians can be trapped on the left or right of the screen and killed by repeatedly slashing and jumpkicking them.
2. If you start walking, you can reach the end of the level after fighting only half the enemies.
3. Even if you have no coins, you can still buy energy from the shops, good eh?

Level 1: Go immediately into the shop and buy everything. Nice and easy start, that, and there are no serious problems in this level apart from the brown flying-knee men. Kill all the enemies using the roundhouse kick (joystick down and fire).

Level 1-2: The Motorbikers can only be killed by several well-placed jumpkicks.

End-of-level guard: Quite simply the flying-knee man with spoilers. Trap him on the right to kill him.

Level 2: Don't bother buying the nunchukas — they're not much good. Be wary of the red judo men; they've got a nasty kick.

End-of-level guard: Use flying kicks on him like mad, keeping an eye on his punch and kick. Watch for his henchmen, they appear from time to time to help pulverise ya.

Level 3: Now go into the shop and buy everything. When you get out, run right quickly, as swordsmen arrive ready to slice 'n' dice.

These fellows require three hits before dying. Don't get trapped between two of them; they'll turn you into mincemeat. Just go slowly and carefully.

End-of-level guard: Before you reach this toughie you have two swordsmen to take care of. Finish 'em off and it's onto the purple-bomb-thrower himself. Try to avoid his flying kicks; they're as deadly as his bombs and shurikens. He'll pause for six seconds before multiplying into three. While he's paused, stand above him and fire repeatedly. When he multiplies, you'll trap off two of the three and kill them. The third is watching from a distance, so when the replicas are dead, go get him using a jumpslash when he's stationary.

Level 4: This is where the archers put in an appearance. Kill them using the jumpkick whilst dodging their arrows.

End-of-level guard: This one's a bit tricky. If you trap him on the right you get stabbed, so try jumpkicking him repeatedly. Hopefully you'll win through.

Level 5: Place those jumpkicks well to knock the motorcyclists flat on the concrete.

Level 5-2: Here come the ball-and-chain gang. These blokes are fast, powerful and capable of long-range attacks. They require four hits each before they bite the dust, so get ready with the jumpkicks (yet again).

Level 6: Go to the shop and buy everything. There are no opponents on this level. Instead, huge hands (yes, hands) and rocks home in on your position, so well-timed jumps are required to get to the end.

End-of-level guard: The screen looks empty but don't race through the middle, as the 'GO' arrow suggests. Edge along the bottom of the screen to avoid getting shredded by the spinning disc. When you get to the end, you face another knight: trap him on the left and give 'im a good kickin'.

Level 7: Before the level loads, hold down the pause key to see:

1. A door with the words ROSETTA inscribed on it.

2. A tiled floor (circles) with ROSETTA randomly written on it.

3. A huge fireball-spitting dragon.

The door to Level 8 will open by spelling the words ROSETTA using the tiles. But watch it — step on the wrong tile and you'll lose a life, either by exploding or being spat at by the dragon!!

And that's it for the time being as poor Mike can't finish Level 7 himself! If anyone's completed *DD III*, write in so we can put an end to Mike's misery.

that altogether you have five horticultural stations and one mining station.

6. Now it's time to arm your troops, and with this cheat the only option is to go for the best. Go to the troops and look at your first platoon. If it's now at 100%, do the following:

Put the 'suit cost' to 295 credits: the personal Force Field (the most protective). Put the 'weapon cost' to 250 credits: the Nuclear Mortar (the most destructive). Therefore for a platoon of 200, the cost is 109,000 credits. This sounds like a lot, and is, but with the cheat it shouldn't take to long to generate that amount of money. At first, just arm five platoons like this.

7. The maximum number of citizens allowed is 30,000. But the five horticultural stations you have can only support 14,500 people. When you reach this limit you can adjust the tax rate to 40% to stabilise the population. You can still use the cheat, remember. If the number of citizens rises considerably above the limit, you can lower it by putting the tax rate to 100%.

8. Buy an atmosphere processor and start to format the nearest planet to you.

9. Buy a battleship. Fill it up with 850 T of fuel. Put four platoons on board and launch it. As soon as the planet is formatted and ready, send the battleship to the planet, land it, deploy one platoon and put all the population from this new planet into the battleship.

10. Some planets are more useful than others. If the first planet you format isn't a desirable one, leave it and format the next one. The best planets are:

Metropolis — good for credits.

Volcanic — good for minerals and fuel.

Metropolis — Use the cheat to get six horticultural stations and set them up on this planet. Also send a solar satellite. Use the cheat to get the population to its limit, depending on the number of horticultural stations. You can then 'send the cash to Starbase' using the appropriate icon.

Volcanic — Send two mining stations to this planet along with a solar satellite, remembering to remove all the population if you wish. Just use a cargo ship to take back fuel and/or minerals back to Starbase every now and then.

IT'S IMPORTANT YOU DON'T VENTURE FURTHER THAN THE SEVENTH PLANET AWAY FROM STARBASE!

If you don't get the desired planets, make do with what you have. Use a desert planet as a volcanic one and a forest planet as a metropolis one. It must be noted that a forest planet with six horticultural stations can support 30,000 citizens. It's up to the player to decide whether to have a forest or metropolis planet.

Once you have one volcanic and one metropolis planet you don't have to search any more. Just make sure you have at least four platoons on every planet you want, and none on the ones you don't. You don't need platoons on Starbase if you have other planets, because your enemy will always go for them first.

HITOTSU SYSTEM — WOTOK

This is by far the easiest of the four systems. General Hint no.10 doesn't have to be implemented. Just format the nearest planet to you and colonise it (whatever type it is) in the same way as you would a metropolis planet. Send a battleship with four platoons and deploy them. Use the cheat on both planets to produce enough credits to arm the rest of your platoons. Once that is achieved, place all the platoons from Starbase into battleships and send them to the enemy base. Land them and deploy them. If you want to be safe, send all platoons on Planet 1 (the one you've formatted) to enemy base and deploy them. Once you have one, sit back and watch Wotok get frizzled in the execution chamber (how pleasant).

FUTATSU SYSTEM — SMINE

This time buy four solar satellites and launch them into orbit as you need energy and credits to buy items. Get a metropolis and volcanic planet, making sure you have at least four platoons on each. Smine uses a 'splatter' technique, attacking your planets (except Starbase) randomly in quick succession. He only uses small, feeble platoons, though, so one of your platoons could take 10–15 attacks.

Once all platoons are equipped, conquer the seventh planet away from Starbase (if you haven't already got it). Use a cargo ship to send fuel to it so you can launch another attack upon the enemy base in the same way as you would in the Hitotsu System.

MITTSU SYSTEM — KRART

Buy four solar satellites and two mining stations. Use the cheat to obtain four horticultural stations and start making platoons— they take twice as long to get 100% in this system. Use the General Hints to get one volcanic and one metropolis planet. These planets must be heavily defended with at least four platoons deployed, and it's a good idea to have four in reserve on a battleship on the planet.

Practise sending two mining stations on Starbase to the volcanic planet, replacing them with two horticultural stations, then using a cargo ship to supply Starbase with fuel and minerals. Krart will attack your most useful planets depending on the time. He'll go for your volcanic planet in the early stages of the game and the metropolis planet later on. However, he could suddenly switch and attack another planet, so watch it!

In this system you must accumulate credits: your goal is about 5,200,000. This is possible because this system takes a long time to complete. You'll be lucky if you can win before 2047. Remember to use the cheat constantly.

On no account are you to attack the enemy base before 2040. In this year all battleships become nuclear-powered and can travel anywhere without refuelling. Send all platoon-carrying battleships not immediately needed to defend any planets, to the enemy base. Once deployed, send the platoons on your other planets to the enemy base so all 24 platoons are attacking Krart's planet.

As soon as your platoons are wiped out (you won't win first time), start making them again. That's why you need so much money as you need to arm your troops as soon as they reach 100% fit, instead of waiting to generate the money needed.

Remember to return all battleships back to Starbase. As soon as your platoons are ready, attack the enemy base again. This way you should defeat him on your second or third attempt.

YOTTSU SYSTEM — RORN

This is the ultimate system. Do exactly the same as you would in the Mittsu System, apart from the following:

1. At the beginning of the game getting two or

TERMINATOR 2

● Ocean

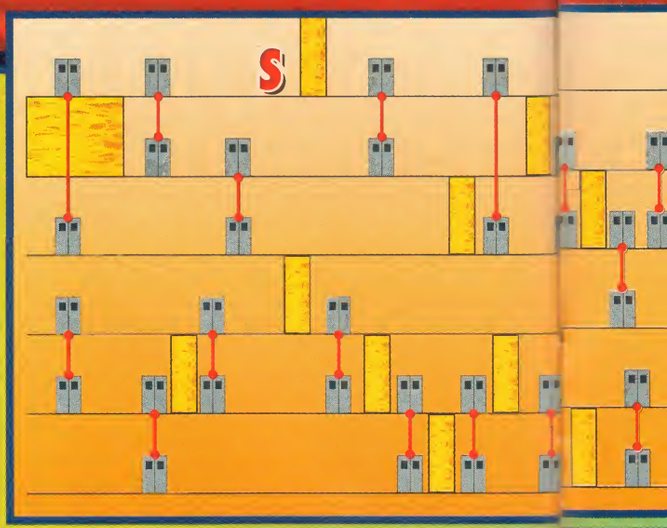
T2's more than a little hard to complete, but Michael Moriarty from Co Meath has some exceedingly good ideas to finish it.

Level 1

If it's points you're after, simply block and uppercut when you can. Other than this, keep the T-1000 at a distance and use the leg kick when he advances. When he's in close, just block and use the headbutt to knock him back.

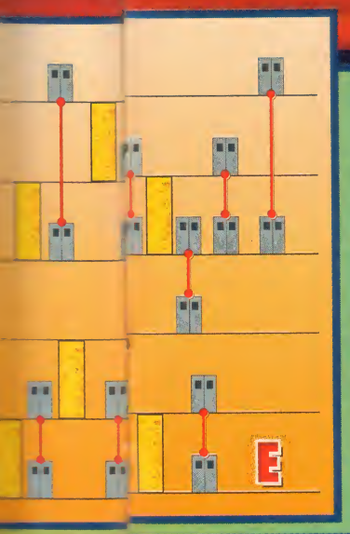
Level 2

At first this seems impossible, but just keep playing and you'll soon remember the layout of the course.



MAJOR EVENTS

Year	Event
2010	Start
2011	Atmosphere processor completed (Hitotsu system only)
2012	Electromagnetic storm sweeps across the galaxy, affecting equipment. Quickly switch back on all horticultural and mining stations again.
2016	Your scientists have produced a new plant hybrid that doubles the output of all horticultural stations. Use the cheat to get the population on your planets to 30,000 and continue using it.
2020	The planet hybrid has turned out a to be a failure. Scientists have reverted to the old species. Quickly put all populated planets' tax rates to 100% until the populations are at pre-2016 levels.
2037	Your chemists have developed a new fertility drug. Initial tests are yielding a much higher growth rate. Your citizens can now multiply to 30,000, but watch your food levels! If you wish, you could just stabilise the growth rate by putting the tax rate to 51%.
2040	Battleships are now nuclear-powered. No more refuelling needed!
2047	The fertility drug given to civilians could have been fatal! Luckily extensive bio-lab research stopped it j just in time. Put the tax rate to 100% until populations are at pre-2037 levels. If you decided not to raise your population to 30,000 and left it as it was, put the tax rate back down to 40% (from 51%) to stabilise growth.



Level 3
Easy. Simply get the colours and numbers in the original order, not forgetting the two lines at the back.

Level 4
Crouch by the general staff and wait until they punch twice, then hop up and lay 'em out using your stick. The doctors are similar except they punch two to three times. See map for level layout.

Level 5
Use the same techniques as in Level 1.

Level 6
Take your time and try to start in the upper-left part to work your way out.

Level 7
Again just take it easy and avoid the elevator on the ground floor.

Level 8
Try to keep the cross-hair on the helicopter. Only move when you need to and keep hammering on that fire button.

Level 9
Repeat the Level 1 process. Keep the T-1000 at a distance, and block when attacked. Fire repeatedly and knock the metallic mutant into the lava.

three platoons equipped quickly is essential as Rorn attacks Starbase very early into the game.

2. Rorn has a much bigger garrison on enemy base than Krart had, so it'll take three or four attacks to beat him.

If you defeat Rorn, you become the most Supreme economist, general and leader in existence. Now that's something to tell your children.

BOMBUZAL
● Imageworks

These level codes sent by someone, somewhere. Whoever you may be, I thank you.

BOMB — 000
RACE — 008
RATT — 016
LISA — 024
DAVE — 032
IRON — 040
LEAD — 048
WEED — 056
RING — 064
GIRL — 072
GOLD — 080
OPAL — 088
SONG — 096
FIRE — 104
LAMP — 112
TREE — 120
SINK — 128

ROADBLASTERS
● US Gold

More hot-wheeled action hints, sent by Marc Cobelli from the depths of Dorset.

When fuel is low, try to slow down to under 100mph so you won't be shot at, quickly pull back on the joystick and keep it there. You'll find you can carry on without stopping.

FLIMBO'S QUEST
● Kixx

Catherine Hill from Worcester has some great tips for this fabulous game.

Hidden on levels 2, 4, 6 and 7 are magic scrolls. Kill the flashing creature to get the normal scroll, then collect the hidden scroll: they combine to form a 'Super Scroll', enabling you to skip the level without collecting six or seven letters. You also get bonus lives from the different levels. Here's where those scrolls are hidden:

Level 2 — At the very end of the screen, to the right under the broken rope bridge (guarded by a snail).

Level 4 — On the top of the shop doorway in the opening picture (guarded by flies).

Level 6 — To the far left of the screen at the top of the steps (guarded by a small blue witch).

Level 7 — To the far right of the screen under the steps leading of it (guarded by ghosts).

TURBO OUT RUN
● Kixx

Fancy speeding around in a hot Ferrari with a beautiful female by your side? Well for those of you who can't get to grips with *Turbo Out Run*, Dan Andersson from Sweden has the perfect answer.

1. When you're playing the game and only have a few seconds left (or you just want to finish the game) press RUN/STOP.
2. Press F3 (BUT DON'T RELEASE IT!) and move the joystick forward.
3. Wait...

The next part will load and you get $1,000,000 so you can buy anything you like to soup up your automobile.

PLATOON
● The Hit Squad

Shiraz Hussein has put pen to paper and come up with this rather tasty hint (that also works on some other Ocean multiloaders).

In the Tunnel System when it tells you to rewind side B, press fire instead and the Jungle section should load straight in. You can now play on without getting killed. Darned useful.

FOOTBALLER OF THE YEAR 2
● Gremlin

A game of soccer always puts you in the right frame of mind and 'young man' Gavin Rawson

ADVENTURE ANSWERS!

Sometimes frantic alien blasting and mindless platform romps just don't tickle yer fancy and a brain-tingling adventure is needed instead. Here are the solutions to two such games, courtesy of Steven Barclay from Glasgow (bah, he should've sent 'em to me! — Bash).

Danger! Adventurer At Work

GET STOOL, THROW STOOL, CLIMB WINDOW, GET HEAD, E, IN, GET ROPE, OUT, N, E, GET TORSO, GET BULL, W, S, E, S, GET BOLTCUTTERS, N, W, IN, CUT WIRE, GET RECEIVER, OUT, E, E, S, GIVE RECEIVER, GET BROOM, N, W, W, W, W, W, GIVE BROOM, GET NEEDLE, X DUNG, GET COIN, N, GET LEAFLET, S, S, E, E, GET LEG, KICK FENCE, GET SEED, E, D, GET TUBE, WEAR TUBE, U, W, W, W, W, W, N, GET RLEG, S, W, GET BUCKET E, E, E, E, E, E, E, D, FILL BUCKET, U, W, W, W, W, W, S, GIVE BUCKET, GET RARM, OUT, N, N, E, E, E, E, N, N, E, DROP ROCK, PUSH HUMPTY, GET EGGSHELLS, W, S, S, W, W, N, IN, GIVE GOLD, OUT, S, W, N, GIVE EGGSHELLS, S, W, N, GIVE COIN, N, N, LOUN BENCH, GET PILLS, MAKE BODY, ATTACH ELECTRODES, PRESS SWITCH, N, PULL BRICK, GET MATCHES, THROW SEED, GIVE GAME, E, E, CUT ROPE, N, PULL NAILS, GET TORCH, LIGHT TORCH, E, SWIM RIVER, E, DROP DYNAMITE, LIGHT DYNAMITE, W, WAIT, WAIT, E, S, TURN BRACKET, E, E, EAT PILLS, RIDE PONY.

The Inner Lakes

S, S, SE, X SINK, GET SOAP, UNDRESS, TURN KNOB, RUB SOAP, DROP SOAP, TURN KNOB, DRESS, NW, X WARDROBE, GET BOX, N, NW, TALK TO NOEL, GIVE BOX TO NOEL, TALK TO CUSTOMER, X KEY, READ NOTE, E, X POCKETS, GET POUND, CLOSE DOOR, BUY SAUSAGES, W, SE, W, PUSH DOOR, UNLOCK DOOR, N, DROP KEY, OPEN FRIDGE, X CUPBOARD, OPEN DRAWER, GET KNIFE, S, S, S, X SOFA, GET MASK, N, W, GIVE SAUSAGES TO DOG, GET CAN, E, N, N, GET RUDD, S, S, E, E, E, GET ROD, BOARD BOAT, X ENGINE, POUR PETROL IN TANK, PULL CORD, S, W, SW, PUT RUDD ON HOOK, CAST IN, REEL IN, GET PIKE, X PIKE, NE, X PIKE, GUT PIKE WITH KNIFE, GET LURE, DROP KNIFE, E, N, W, LEAVE BOAT, DROP CAN, W, NW, GIVE PIKE TO NOEL, GET DETECTOR, GIVE LURE TO CUSTOMER, SE, E, TURN ON DETECTOR, SEARCH, DROP DETECTOR, GET ANCHOR, BOARD BOAT, PULL CORD, S, E, E, X TREE, WEAR MASK, OPEN BOTTLE, EMPTY BOTTLE INTO NEST, DROP BOTTLE, GET GRUBS, W, W, S, PUT GRUBS ON HOOK, CAST IN, STRIKE.

STRATEGY

SPORTING NEWS BASEBALL: It's statistically staggering, and it's incredible graphics and exciting life-like gameplay make it the ultimate in baseball simulation. You can control, play and manage your own big league team. Now, play ball C64 disk £14.95

OMEGA: Join the elite cybertank engineers. You will lead a monumental effort to design the supreme cybertank and test it in simulated combat. You must define chassis specifications, install lethal weaponry, integrate electronic systems and devise the Artificial Intelligence that make your design more cunning, and more deadly, than any other. C64 disk £19.95.

MICROLEAGUE BASEBALL II: Be the manager of Major League Players. Stats and strategy for the serious fan. Real players, true performance. You set up and change line ups, pick your spots for pinch hitters and relievers, decide when the players will steal, bunt or do a pitchout. For 1 or 2 managers. C64 disk £24.95

PANZER BATTLES: Re-live six great battles from the Russian Front, ranging in size from three divisions a side at Prokhorovka to 20 or more at Kharkov. This detailed, yet simple to use, simulations will deliver hours of engrossing entertainment. C64 disk £24.95

CLUE BOOKS: at £7.95 each: BUCK ROGERS, CHAMPIONS OF KRYNN, CHAQS STRIKES BACK, CURSE OF AZURE BONDS, DEATH KNIGHT OF KRYNN, DRAGON WARS, DUNGEON MASTER, ELITE, ELVIRA I OR II, EYE OF THE BEHOLDER, GATEWAY SAVAGE FRONTIER, MIGHT & MAGIC I OR II, POOLS OF DARKNESS, POOL OF RADIANCE, ZAK McKRACKEN, INDIANA JONES ADV., SECRET OF SILVER BLADES, SECRETS OF MONKEY ISLAND.

£8.95 each ULTIMA V, or VI., EYE OF THE BEHOLDER II, MONKEY ISIAND II
DARK QUEEN OF KRYNN, PROPHECY OF THE SHADOW, TREASURES OF SAVAGE FRONTIER

Mail order only. Please allow 28 days for delivery please make cheques payable to CINTRONICS LTD.
Free post & packing within the UK. EUROPE add £2 per item. Rest of the world ,add £3 per item

CINTRONICS LTD. 16 Connaught Street, London W2 2AG

500,000 COMPUTER GAMES

SURPLUS STOCK SELL - OFF!!
TOP SELLING GAMES
FROM ONLY £1.00 EACH
AMIGA/ATARI ST/PC/C64/ SPECTRUM/AMSTRAD

JUST SEND ONE FIRST CLASS STAMP TELLING US WHAT COMPUTER YOU HAVE AND WE WILL SEND YOU A FULL LIST OF AVAILABLE SOFTWARE AT PRICES YOU JUST WON'T BELIEVE TO:

SURPLUS SOFTWARE SELL-OFF
DEPT CF1, NO.1 SATURN HOUSE, CALLEVA PARK, ALDERMASTON, BERKS, RG7 4QW

500,000 COMPUTER GAMES

THIS IS NOT P.D. SOFTWARE, ALL GAMES ARE SHOP SURPLUS

BUDOKAN

● **Electronic Arts**

Beat-'em-up time once more. Marc Cobelli offers a rundown of the best weapons to use against the opponents.

Use	Tips
1. Karate vs Karate	Easy, just pile in
2. Nunchukas vs Kendo	Keep distance, high and low
3. Kendo vs Tonfa	Get close and strike fast
4. Bo vs Nunchukas	Mainly pull back and strike
5. Kendo vs Bo	Remember to use double strike
6. Fist/Nunchukas vs Karate	Very easy to beat
7. Nunchukas vs Kusari-gama	Keep your distance and strike
8. Kendo vs Naginata	Easiest so far
9. Bo vs Nunchukas	Pull back and strike
10. Karate vs Ninjutsu	Watch out for jumpkicks
11. Bo vs Yari	Get within distance and strike high and low
12. Bo vs Bo	Strike as soon as you're in range

POKE CORNER

● I've received a whopping load of Pokes, all of which are tapped in on the keyboard or used in conjunction with a Reset or Action Replay cart. They're ecstatically easy to use but in case you're utterly incompetent here's a quick rundown.

Listings — These are just basic programs which you type in before loading a game. Copy the listing exactly as you see it, save it, run the program and load up the appropriate game.

Reset Pokes — You must have a Reset cartridge or switch to be able to enter these pokes. Once a game's loaded, Reset the 64 (via the switch): the game is still intact and you now enter the poke. This is followed by a SYS number to restart the game.

Action Replay Pokes — Insert the cart and select 'POKES' from the menu to enter the hacks. Press the restart key (F3) and the game's ready to play. Reset pokes can be used with the Action Replay cart but not the other way round.

ST DRAGON

● **Kixx**

A nifty blast-'em-up — Shazad from Rochdale has uncovered this cheat for invincibility.

Load up the game as normal. Start playing but get killed. Before you begin on your second life, pause the game (P), and quit (Q). Re-start and you'll be completely invincible. The only problem is that you can't collect power-ups, so destroying big baddies could take that little bit longer.

RODLAND

● **Storm**

Shazad also has a *Rodland* cheat. You need an autofire joystick for this. When you get 'EXTRA' slam on the autofire (as soon as you get your letters) and you'll find yourself fighting just the end of level bosses. Kill them all and the game is completed. Cor blimey!

from Sheffield has sent in these fascinating footy answers. Select 'Double or Nothing' (the question mark) and away you go...

Year	Footballer Of The Year	Score	FA Cup Finalists
1967	J Charlton	2–1	Tottenham v Chelsea
1968	G Best	1–0	West Brom v Everton
1969	D Macey	1–0	Man City v Leicester
1970	B Bremner	2–1	Chelsea v Leeds
1971	F McClintock	2–1	Liverpool v Arsenal
1972	G Banks	1–0	Leeds v Arsenal
1973	P Jennings	1–0	Sunderland v Leeds
1974	I Callaghan	3–0	Liverpool v Newcastle
1975	A Mullery	2–0	West Ham v Fulham
1976	K Keegan	1–0	S'hampton v Man Utd
1977	E Hughes	2–1	Man Utd v Liverpool
1978	K Burns	1–0	Ipswich v Arsenal
1979	K Dalglish	3–2	Arsenal v Man Utd
1980	T McDermott	1–0	Arsenal v West Ham
1981	F Thijssen	3–2	Tottenham v Man City
1982	S Perryman	1–0	Tottenham v QPR
1983	K Dalglish	4–0	Man Utd v Brighton
1984	I Rush	2–0	Everton v Watford
1985	N Southall	1–0	Man Utd v Everton
1986	G Lineker	3–1	Liverpool v Everton
1987	C Allen	3–2	Coventry v Tottenham
1988	J Barnes	1–0	Wimbledon v Liverpool
1989	S Nicol	3–2	Liverpool v Everton

THE SIMPSONS

● **Ocean**

A reader who supplied several listings is Jerry Walsh and here's one for that obnoxious American kid Bart Simpson (he's my role model! — Phil).

```
0 REM VS SPACE MUTANTS CHEAT
1 FOR X=258 TO 444: READY: C=C+Y: POKE X,
Y: NEXT
2 IF C< >19203 THEN PRINT "DATA ERROR":
END
3 POKE 157, 128: SYS
258
10 DATA 032, 086, 245,
169, 019, 141, 227, 002
11 DATA 169, 001, 141,
228, 002, 096, 072, 077
12 DATA 080, 169, 076,
141, 060, 009, 169, 035
13 DATA 141, 061, 009,
238, 062, 009, 076, 000
14 DATA 008, 169, 032,
133, 001, 162, 017, 189
15 DATA 072, 001, 157,
202, 006, 202, 138, 208
16 DATA 246, 162, 099,
189, 089, 001, 157, 255
17 DATA 221, 202, 138,
208, 246, 169, 203, 141
18 DATA 004, 004, 169,
006, 141, 005, 004, 169
19 DATA 032, 133, 001,
032, 000, 222, 108, 002
20 DATA 000, 169, 000,
162, 173, 160, 004, 096
21 DATA 173, 208, 024,
201, 001, 240, 028, 201
22 DATA 133, 240, 040,
201, 024, 240, 052, 201
23 DATA 160, 240, 064,
032, 213, 006, 141, 118
24 DATA 036, 142, 027,
012, 142, 032, 002, 140
25 DATA 058, 035, 096,
032, 213, 006, 141, 208
26 DATA 024, 142, 198,
012, 142, 138, 015, 140
27 DATA 001, 009, 096,
032, 213, 006, 141, 041
28 DATA 036, 142, 048,
012, 142, 193, 033, 140
29 DATA 237, 034, 096,
032, 213, 006, 141, 209
30 DATA 036, 142, 047,
012, 142, 045, 034, 140
31 DATA 089, 035, 096,
032, 213, 006, 141, 249
32 DATA 036, 142, 065, 012, 142,
086, 034, 140
33 DATA 128, 035, 096
```


ADVERTISEMENT

DIAL-A-TIP

COMMODORE 64 CHEATS
0891 101 234
MEGATIP GAMESLINE
0891 445 987
AMIGA GAMETIPS
0891 445 786
AMIGA HOTLINE
0891 445 985
SHADOW OF THE BEAST I AND II/ BARBARIAN II
INTERACTIVE SOLUTION
0891 442 022
COMPUTER FUNLINE
0891 445 799
FIRST SAMURI HELP LINE
0891 445 926
WHIZZKID COMPUTER QUIZ
0891 101 255
For details of our other helplines
Dial 0891 445904

ALL LINES UPDATED WEEKLY
PROPRIETOR:- Jacqueline Wright, P.O.Box 17, Ashton-Under-Lyme, Lancs. OL7 0WW
Calls cost 36p per min at 'cheap rate' and 48p per min at other times

ACTION REPLAY/RE

A big thank-you to the following gamesters for their contributions. They include Aron Daley, Paul Ninnes, Rakesh Pal, David Jensen and an anonymous person who submitted pages and pages of pokes.

ACTION REPLAY

5th Gear	42796,173	Infinite time
	15171,173	Infinite lives
	7134,173	Infinite ammo
1942	5806,181	Infinite lives
Aliens	42043,189	Infinite ammo
Avenger	5579,173	Infinite shurikens
Battlezone	39513,165	Infinite lives
Batalyx	19567,189	
Cabal	9905,173	Infinite lives
	9172,0	Infinite grenades
Crackdown	3625,181	Infinite lives
	11679,181	Infinite lives (player 2)
Creatures 2	33687,189	Infinite lives
Die Hard	5801,173	Infinite lives
Double Dragon 2	46537,173	
	46553,173	Infinite lives
Dragon's Lair	4096,173	Infinite lives
Dynamite Dux	17953,173	Infinite lives
Elite		Infinite everything
ESWAT	9699,0–255	Number of missiles
Exolon	9648,18	Keep status clean
Forgotten Worlds	9664,151	Front Military Lasers
	9665,15	Rear Pulse Lasers
	9666,143	Left Beam Lasers
	9667,50	Right Mining Lasers
	9661,255	For 255 Fuel
	9670,255	Cargo Hold 255 Tonnes
	9688,255	Escape Pod
	9689,255	Fuel Scoop
	9690,255	ECM System
	9691,255	Energy Bomb
	9692,255	Energy Unit
	9693,255	Docking Computer
	9694,255	Hyperspace Unit
	9672,0–255	Textiles
	9671,0–255	Food
	9673,0–255	Radioactives
	9687,0–255	Alien Items
	14013,173	Infinite missiles
	6156,173	Infinite lives
	7427,173	Infinite lives
	3246,165	Infinite lives
Foxx Fights Back	2704,165	Infinite lives
Guardian 2	17618,173	Infinite lives
Gunship	23082,189	Infinite weapons and decoys
	22853,168	Infinite fuel
	22898,165	
Gutz	48372,165	Infinite lives
Ikari Warriors	48425,96	Infinite lives for both players
Last Ninja	30855,165	Infinite lives
Light Force	14235,173	Infinite lives
Mega Apocalypse	32417,173	Infinite lives (player 1)
	32509,173	Infinite lives (player 2)
Narc	28447,173	Infinite lives
Ninja Spirit	10448,173	Infinite lives
Rainbow Islands	29535,189	Infinite lives
Retrograde	50374,173	Infinite lives
Sanxion	14142,173	Infinite lives
Sentinel	6664,96	No weapon loss when you get spotted
Shadow Warriors	31185,175	Infinite time

TIPS CLINIC

In every 64 owner's collection there's always one game you can't quite complete. The ones in which you get to a certain point and just can't get any further. Well, the clinic is the place for you to bring your aching infinite lives, sore lack of power, infected pokes and any other problems that need solving.

● **Steven Nolan** is at his wits' end with ***Rambo***, and the game is driving him crazy as well. Simply type in this listing, RUN it and load the game.

```
30 PRINT CHR$ (147)
40 FOR A=304 TO 317: READ B: POKE A,B: NEXT
50 FOR A=32768 TO 32855: READ B: POKE A,B: NEXT
60 POKE 53280,0
70 SYS 32768
100 DATA 169,173,141, 143, 12, 234, 234
110 DATA 234, 234, 234, 76, 223, 65, 0
120 DATA 169, 128, 133, 157, 160, 1, 152
130 DATA 170, 32, 186, 255, 169, 0, 133
140 DATA 183, 32, 213, 255, 169, 31, 141
150 DATA 150, 3, 169, 128, 141, 151, 1
160 DATA 76, 99, 3, 32, 76, 128, 169
170 DATA 54, 173, 225, 65, 162, 0, 189
180 DATA 55, 128, 189, 228, 65, 232, 224
190 DATA 32, 208, 245, 76, 0, 64, 173
200 DATA 0, 64, 141, 0, 160, 169, 11
210 DATA 141, 17, 208, 76, 84, 164, 84
220 DATA 82, 79, 76, 76, 89, 33, 169
230 DATA 48, 141, 60, 65, 169, 1, 141
240 DATA 61, 65, 96, 234, 234, 234, 234
```

● **Steven Maxwell** is just as despairing: he keeps running out of morale on ***The Great Escape***. Here's a listing just for you, Steven. Type it in, RUN it and you'll find it one heckuva lot easier.

```
5 PRINT CHR$ (147)
10 FOR I=52992 TO 53055
20 READ A:C=C+A: POKE I,A: NEXT
30 IF C< >7212 THEN PRINT "ERROR IN DATA!": END
35 PRINT "DATA OK — SAVE LISTING FOR FUTURE USE": PRINT
36 PRINT "TYPE 'SYS 52992' TO START": END
40 DATA 32, 44, 247, 56, 234, 141, 32, 208
50 DATA 32, 108, 245, 169, 24, 141, 67, 4
60 DATA 169, 207, 141, 68, 4, 76, 99, 3
70 DATA 169, 99, 141, 111, 1, 169, 3, 141
75 DATA 112, 1, 169, 20, 133, 104, 169, 173
80 DATA 133, 105, 162, 7, 189, 56, 207, 157
85 DATA 99, 3, 202, 16, 247, 76, 20, 173
90 DATA 169, 165, 141, 191, 67, 76, 190, 95
```

● An adventurer requires some help now. He goes by the name of **J Nixon** and wants cheats for the game ***Majik***, as well as ***Kentilla*** and ***Necris Dome***. Is anybody out there who can help this poor man?

● **Neil Groat** begs for help in a big way for

RESET POKES

	34665,234	Infinite lives
	25002,173	Infinite energy
Skull & Crossbones	28479,165	Infinite energy
Smash TV	4193,165	Infinite lives
St Dragon	10469,173	Infinite lives
Strider	35259,173	Infinite lives
Test Drive 2	25875,165	Infinite lives
Thrust	37487,0	Infinite lives
Turrican 2	3085,173	Infinite time
	19319,0	Weapons
	19239,96	Infinite power
WEC Le Mans	39058,173	Infinite time
Zamzara	12303,173	Infinite lives
	12322,173	

RESET

Bombjack 2	7053,200 SYS 3303	Infinite energy
Falcon Palcon	16705,250 SYS 16640	Infinite lives
Fighting Warrior	57687,165 SYS 49278	Infinite lives
Gilligan's Gold	17993,0 SYS 25532	Infinite lives
Great Giana Sisters	8757,173 SYS 25532	Infinite lives
Haunted House	7609,234 SYS 9500	Infinite lives
Indy: Last Crusade	32552,173	Infinite lives
	37255,173	Infinite whips
	35756,173	Infinite torches
	SYS 32092	
Living Daylights	4390,238 SYS 4352	Infinite lives
Oink	39922,165 SYS 16384	Infinite lives
Scooby Doo	7450,96 SYS 2560	Infinite lives
Thunderblade	4519,255 SYS 4096	Infinite lives
Trantor	6571,234	Infinite energy
	6572,234	
	6573,234	
	SYS 6454	
Underwurlde	34404,45 SYS 36209	Infinite lives
Wicked	7478,173 SYS 20048	Infinite lives

HALL OF FAME

A plethora of cheats arrive on my mouse mat everyday, but due to lack of time and space I can't print them all. So to cheer up all those who's stuff ain't been used, I thought I'd give 'em a mention for the effort.

Guy Breakingbury (South Glamorgan), Paul Hatch (Southampton), Mark Wilkins (Leicester), Kevin (Essex), Dermot Curran (Co Dublin), Mark Hibbert (Manchester), Paul Moy (Devon), Donncha O'Caoimh (Cork, Ireland), John Morley (Warwick), Steven Eustice (Herts), Thomas Buxton (N Humberside), Roland Jackson (Lancaster), Danny G (Cumbria), Jason Mearns (Dublin), Paul McKeown (Dublin), Stewart Letham (Fife), Christopher Dent (York), Andrew Whitehouse (West Midlands), Mr A R Robinson (Gosport), David Simmons (Tasmania), Michael Cooper (Sheffield), Davidde Gray (Peterborough), Sean Gascoigne (West Yorkshire), Amanda Morrison (Australia), Carl Ellis (Blackpool), Blair Williams (New Zealand), Richard Holden (Manchester), and Colm De Cleir (Ireland).

WIZARDS LAIR

- The seven passwords are:

CAIVE	HAWLO
CRYPT	DUNGN
VAULT	LIAYR
LYONS	

CRAZY CARS

- Type Fast on the title screen to go faster.

QUACK ATTACK

- During play type ITS QUICKER BY AIR for infinite jetpack fuel.

Another anonymous contributor sent in these cheats.

SNARE

- As you press fire to start the game hold either F1 for infinite lives or F3 for immunity to holes.

CREATURES

- On the title screen wait until the music ceases. Hold control and press 2 on the keyboard very rapidly and watch the Fuzzies jump. They turn grey and infinite lives are yours.

Wild West. It's an old game, in fact it's an antique, but he shall not rest until he gets some cheats. Can you help?

- ***Treasure Island Dizzy*** is baffling **Robert Fynes** from Dublin. He gets stuck by a big rock in the Gold Mine and whilst in the water he can't jump up onto a ledge (a crab lurks underneath). Bob would be very welcome of any help so get sendin' in those solutions.

- Scotland, the home to bagpipes, haggis and **Paul Rollie**. He yearns for help with ***Impossamole*** and ***Dark Fusion***.

I happened upon some cheats the other day and as luck would have it, they were for *Impossamole*!

When you want to stop a baddie, keep pause held down: although you move in slow motion, all enemies in range will stop. Now you can blast or kick them without them moving. This can be used against any end-guardians — they stop and can't retaliate.

Achieve a high score and type JUGGLERS. Play the game again, get another high score and enter either of the following.

HEINZ — For three weapon power bars.

ANNFRANK — For a low energy top-up.

LUMBJAK — For double length energy bar.

As for *Dark Fusion*, my resources are rather frail on that one I'm afraid. If you have an infinite lives cheat for this game, feel obliged to send it here to the Clinic.

CHEEKY CHEATS!

Some cheats here for various 64 games from Wolverhampton's own Mark Watters.

SPEEDBALL 2

- On the Imageworks title screen type BRADFORD-ON-AVON (including hyphens). You will hear a surreal sound effect. Then, while you're playing, press G to grab the ball, T to tackle your opponent and F to freeze the opposition.

GHOSTBUSTERS

- **Activision**

Ghostbustin' makes you feel good, apparently, and to help you accumulate lots n' lots of money Raymond Reis from Holland has these account number codes.

NAME	ACCOUNT NUMBER	$$$
NNN	21314100	23000
PETER	31664300	29900
TURK, THE	06660401	48600
BUTTERFLY	04664701	60000
NNN	20406201	70000
POKE	2014, 9	90000
S, S	1984	100000
P, M	1984	100000
12345	25393120	415500
HERBIE	05250624	500000
BUTTERFLY	50542224	512800
	458	1000000

That's your lot for this month, but fret not as I shall return once again next issue with a bonanza of cheats to help you overcome the most taxing of games. I receive lots of maps 'n' cheats each day but that's not good enough for me. Nah, I want GARGANTUAN amounts. Be it massive multi-page maps, list upon list of game-defeating pokes or an embarrassing request needing the Clinic treatment, just send it in. The more original the better, as far as I'm concerned, with the best of the bunch winning a great Action Replay cart. Make sure you include a stamped, self-addressed envelope if you want any of your time-consuming work returned, and post it all to *The Tipster, COMMODORE FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.*

COMMODORE
FORCE
celebrates...
Lemmings
TM

COMMODORE
FORCE
COMMODORE
FORCE
OLIVER FREY

I'M A BEL

Is the Commodore 64 a dying market? Will it be overtaken by the bigger, badder and more blimmin' expensive machines? At least one budget label seems to think not, as IAN OSBORNE discovered...

'I can't see the need for panic,' insists Jim Scott, proprietor of budget newcomers Beyond Belief and ardent supporter of the C64 scene. 'Commodore 64 software's selling very well. There's only a problem when distributors listen to industry rumours.'

Rumours... 'the consoles are taking over' screams the retail chain. 'It's all 16-bit now' whines the computer page in the local rag, (usually written by a forty-year-old hack who thinks software is a pair of comfortable smalls).

So if the Commodore scene isn't on its last legs, why have so many people got it so wrong? Jimmy thinks he knows...

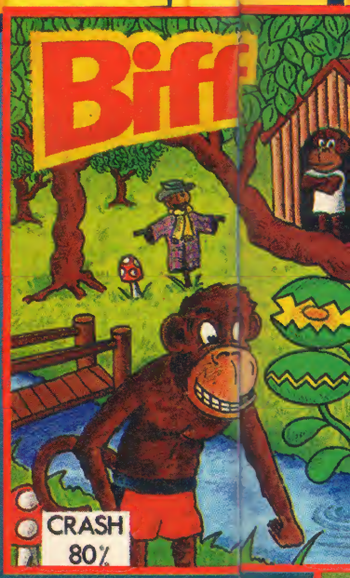
Founded around 18 months ago, Beyond Belief entered the market as an 8-bit budget label but are now looking into 16-bit and full-price C64 titles too. How can a new company launch itself into a dying market? 'It can't,' says Jim, 'and our sales suggest the market's anything but dead.

'There are too many software houses who develop games on 16-bit computers and throw together an 8-bit version as an afterthought. This does the scene immeasurable harm — people buy these games purely on the strength of the hype, and when they find they're crap they lose faith in the market. These days most decent releases are on budget labels.'

Blow to Biff

And that's where the company's coming from. Their first game, *Devastating Blow*, was also their best seller, shifting around 9–10,000 copies across all formats, a very respectable figure for a first release. Bearing in mind how awful it was on the C64, this is quite a feat! Going from success to success, their next outing (a simple soccer-management sim called *Jimmy's Soccer Manager*) also sold well, but surprisingly their third and (to date) finest game, *Biff*, shifted virtually nothing! Despite rave reviews in the computer mags (C64, Speccy and Amstrad), the Dizzyesque arcade adventure starring a cheeky chimp became their worst seller.

'It's at least partly due to the lousy sleeve,' argues Jim. 'We had no idea how bad it would look until we saw it'. Soon to be relaunched in a better cover, hopefully it'll generate the sales it deserves. Like Dizzy, Biff is to be an ongoing character — his next game is *Shove Off*, a hundred-odd level puzzler, and



JIMMY'S GRAND PRIX

It's lean, it's mean and it's coming to a C64 near you — soon! *Jimmy's Grand Prix* is a *Supersprint* variant, featuring eight tracks and three cars.

Beyond Belief aren't too happy with the movement at present — the current 16 degrees of turn will be expanded to 32, and at the moment the cars tend to 'bounce' on collision with walls. This will be reduced, making it play more like a Formula 1 event and less like dodgems.

We've been waiting a long time for this one (eight months in development), but it looks likely to be worth it. And its chances of success? It's got a picture of Nigel Mansell on the front, so it's bound to do well!

UNBELIEVABLE PRE

HANDS OF STONE

Not a Roberto Duran licence, *Hands Of Stone* is a horizontally scrolling beat-'em-up in the *Double Dragon* mould. Unfortunately there's no two-player option, but all the usual weaponry's there (bats, boxes, etc).

Beat-'em-ups have a chequered reputation on the C64, but If Beyond Belief get it right with *Hands Of Stone* they could pick up a fair few opportunist sales.

ELIEVER...

there's also plans for a Mario-style platformer. But was it only the cover that scuppered his C64 debut?

'Well no, it's also due to poor distribution. Some people just couldn't get their hands on our games. Distributors tend to concentrate on more expensive products because it makes for higher profit margins, and if a game's more than six

'POOL GAME'

As yet untitled, this one's a variation on the arcade opus *Pocket Gal*, but with the digitised nudes (appearing after every victory) removed for obvious reasons. The rules are pretty complicated (and nothing like normal pool), but the table plays really well.

As you can see from the screenshots, the graphics are terrific — they move pretty realistically too. A great energy-bar system, easy-to-use ball bias (topspin, left/right side, etc), and a dotted line showing the proposed path of the cue ball make this one very easy to pick up. There's no final release date as of yet, but it should be out by Christmas — look out for a full review in COMMODORE FORCE.

PREVIEWS!

SUPER WONDER DOG

Playing like *Super Wonder Boy*, this features big, colourful graphics, short-range fire, left-to-right scrolling and all the usual pixel-perfect leaps associated with the genre. Best of all, it's got a great cutesy character to hang it all on: Blot, a cuddly Jack Russell with a big friendly smile! Could he be the next Dizzy?

'SOCCER GAME'

Another untitled outing, this will be Beyond Belief's first excursion into the full-price market. Developed on the Amiga and intended as a *Sensible Soccer* beater (undisputed king of 16-bit footy sims), the Beyond Belief game will eventually make it to the Commodore 64, but not for a while.

Featuring bigger graphics than its illustrious predecessor, the control system has also been altered — unlike *Sensible* the ball sticks to the player's feet, placing more emphasis on dribbling. A short stab of the fire button sends the ball reeling goal-ward; or hold it a bit longer to pass on release.

It won't be ready for a while, but in the COMMODORE FORCE office the soccer game is certainly Beyond Belief's most hotly awaited release.

KUNG FU WARRIOR

Another horizontal scroller, *Kung Fu Warrior* plays a bit like *Dragon Ninja*. A revamped version of the arcade classic *Kung Fu Master*, you'll be slashing with swords, throwing shurikens, swinging nunchuku, and all the other pacifist pastimes associated with the martial-arts fraternity.

SNARE

Aha, a controversial one! *Snare*'s being rewritten at the mo', having been 'lost' when its original programmer left to work for someone else, taking the code with him! A puzzle game in the *Boulderdash* mould, *Snare* features enhanced gameplay and some of the grooviest devices ever: Look out for teleporters, slime, bombs, switches, and more.

Snare was a rave on the Speccy, but can it take the C64 to its limits? Only time will tell...

● **Did an awful cover really knock out *Biff*'s sales? Maybe the new one will make it into a world champion.**

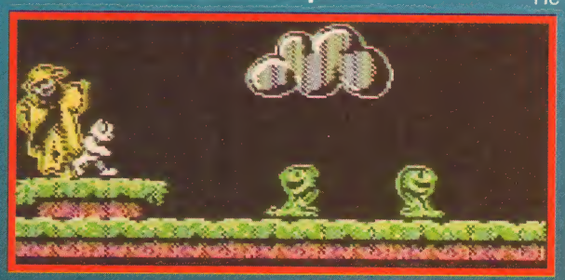
● **There's plenty of monkey business in *Biff*, an epic arcade adventure starring a cuddly ape, out to please his mum.**

ON THE HORIZON

A few games that are still a long way off... ***Shellshock*** is a *Commando*esque shoot-'em-up with enhanced weapons and gameplay. All in all, a welcome update of a classic genre that went a bit flat after *Ikari Warriors*.

Also for shoot-'em-up fans is ***Soldier One***, a horizontally scrolling blaster in the *Rubicon/Hawkeye* mould.

Finally, there's ***Kick-Start***, a horizontally scrolling, viewed-from-the-side bike game for one or two players.



weeks old they don't want to know! We've also had problems because we're a relatively new company: distributors tend to stick with older, larger, more established labels.

Soaring C64

'The market's definitely there,' Jim continues. 'A recent survey indicated that a massive 87% of retailers still want to stock C64 games, and most software houses (especially budget) are only too happy to go on producing them.'

He's right too — computer trade paper CTW listed C64 software as the third-best seller, outstripping the Atari ST, PC, and even the Super NES! So what's the problem?

'Commodore themselves did the C64 market a great deal of harm by putting out the Terminator 2 pack without a datacorder. This portrayed the C64 as a cartridge machine, which it isn't. The C64 cartridge never really took off.'

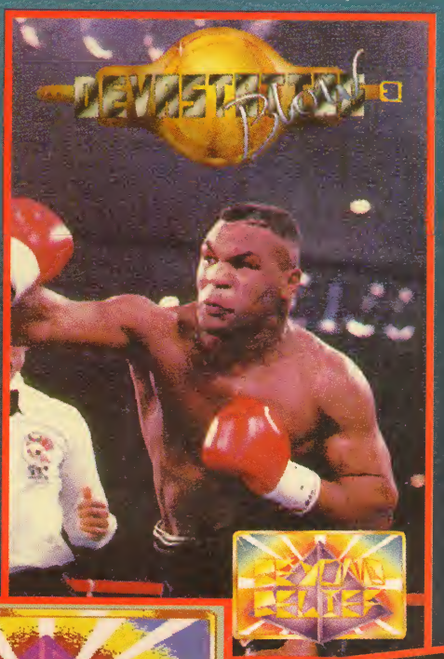
That's true enough — remember the disastrous C64 GS, a cartridge-only Commodore 64 that looked like an outsize Fisherman's Friend and sold like a Bruce Forsyth album? You don't? Oh well — you haven't missed much.

'Companies who put games onto covertapes or rerelease full-pricers as budget outings while they're still on the shelves do serious damage too. Retailers are left with unsellable stock on their hands, and will therefore think twice about stocking that company's product again, leaving fewer C64 games on the shelves.'

Into the beyond

And the future? 'Our first three releases were fairly well received, so we'll certainly be concentrating our efforts on the C64. We plan to release at least 12 games in the foreseeable future, and hope to treble the size of the company in the next six months.' Hardly the last gasp of a dying market. 'We're always on the lookout for C64 programmers too. With less and less Spectrum material being released, freelance Speccy coders aren't exactly thin on the ground, but C64 bods are extremely valuable.'

So there we have it. Think your game's got what it takes to become a Beyond Belief classic? Send it to *Jim Scott, Beyond Belief, 19 Oaks Drive, Higham, Ferriers, Northants NN9 8EX.*



● **Mike Tyson's image helped to shift plenty of copies of Devastating Blow. Funnily enough, the game was dodgy too. Is that Vinny Jones below? You missed the ball, mate!**

CUT OUT AND SAVE!

Not only does **COMMODORE FORCE** bring you the very best in games reviews, this month we'll also help you get 'em cheaper! All you have to do is cut out the coupon, tick the boxes for the games you require, slap it in an envelope with a cheque/PO for the correct amount, and send it to: *Beyond Belief, 19 Oaks Drive, Higham, Ferriers, Northants NN9 8EX.* Make cheques payable to Beyond Belief.

COMMODORE FORCE

Name .....

Address .....

.....

.....

- ☐ **Biff — £2.99**
- ☐ **Jimmy's Soccer Manager — £3.49**
- ☐ **Jimmy's Super League — £3.49**
- ☐ **Snare — £3.49**

● **As all these games usually retail at £3.99 they're quite a bargain!**

SPARES & REPAIRS

C64/1541 II Pack	£178.99
1541 II Disk Drive	£129.99
C64 Compatible Printer	£149.95
C64/128 Cassette Unit	£21.95
C64 Power Unit	£19.95
Tape Alignment Kit	£9.50
Mini Office II (Disk)	£19.99
C64 Reset Switch	£7.99
User Manual (64 OR 1541)	£6.99
Dust Cover (64 OR 64C/E)	£5.99
C64 Serial Lead	£5.99
Commodore Chips	P.O.A
Centronics Interface plus Support Software (Disk OR Tape)	£24.99

All prices include VAT and P&P.
Orders by cheque or PO only.
Send an SAE for full price list

REPAIRS:

C64	£25 inc
C+4, C16	£30 inc
1541 DD	£40 inc
C128	£45 inc

Send machine only with payment and fault description ■ Normally 48 hr turnaround ■ 3 month warranty

Dept 4B
14 Ridgeway Rd
Salisbury
Wiltshire
SP1 3BU
Tel: (0722) 335061

OASIS
COMPUTER SERVICES

C64 TAPE LOADING PROBLEMS?

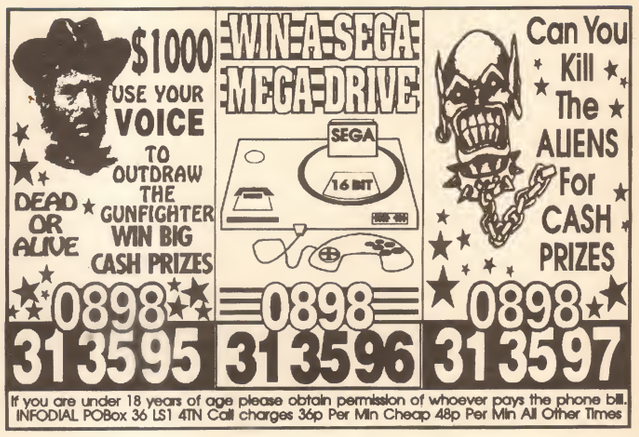
Have you ever purchased a game only to find it won't load! The most common reason for loading difficulties is caused by the tape head being out of alignment.
The **AZIMUTH TAPE HEAD ALIGNMENT KIT**, enables you to re-align your tape head simply and quickly. No technical skills are required. Step by step picture guide. Test and re-alignment may be carried out in minutes!
The kit contains:- **AZIMUTH TAPE ALIGNMENT CASSETTE, SPECIAL AZIMUTH SCREWDRIVER PLUS FULL INSTRUCTIONS.**
Alignment kits also available for Amstrad CPC 464, and Spectrum +2/+2A Computers. Please state which computer when ordering!

Price: £9.99 inc. Postage & packing and VAT
All orders sent by return. Cheque/Visa/Access

TRADING POST, Victoria Road, Shifnal, Shropshire, TF11 8AF
Tel/Fax: (0952) 462135

COMMODORE 64

Software Hire Club
Send S.A.E for details to,
C.STATHAM
3, Briarbank Ave
Nottingham
NG3 6JU
Tel: 0602 581635
We condemn software piracy.



If you are under 18 years of age please obtain permission of whoever pays the phone bill. INFODIAL POBox 36 LS1 4TN Call charges 36p Per Min Cheap 48p Per Min All Other Times

PRICE BUSTER READ THIS! FAST 7 DAY DELIVERY*

64 SELLERS

	Cass	Disk
ADDAMS FAMILY	7.99	12.99
DIZZY CARTOONS	7.50	N/A
DIZZY COLLECTION	7.50	N/A
DIZZY'S EXCELLENT ADVENTURES	7.50	N/A
Double Dragon 3	8.99	N/A
Dream Team (WWF, Terminator 2 & The Simpsons) NEW	10.99	15.99
Fun School 3 Range (State age)	9.99	12.99
Fun School 4 Range (State Age)	9.99	12.99
HOOK	8.99	11.99
LINEKER COLLECTION	7.50	N/A
MATCH OF THE DAY	7.99	N/A
Megahot (8 Titles)	4.50	N/A
Ninja Collection	7.50	N/A
Rodland	9.99	N/A
Robin Smith's Int Cricket	5.99	N/A
SHOE PEOPLE	7.99	N/A
Soccer 6	7.50	N/A
SPACE CRUSADE	7.50	11.50
The Hits 2	12.99	N/A
Shoot em up Construction Kit	4.99	5.99
Too Hot To Handle	12.99	N/A
Ultimate Golf	4.99	N/A
WWF Wrestlemania	8.99	10.50
LETHAL WEAPON	8.99	11.99

SUPER ALLSTARS
Steg, CJ In The USA, Captain Dynamo, Magicland Dizzy, Turbo the Tortoise
CASS 9.99

★ ★ ★ STOP PRESS ★ ★ ★
December releases: Place your orders early - reserve your copy now!!!!

CRYSTAL KINGDOM DIZZY	CASS 7.99
SUPER SPORTS CHALLENGE: First Division Manager, Cue Boy, International Speedway, Wrestling, Slicks	CASS 9.99
SUPERSTAR SEYMOUR	CASS 9.99
4X4 16 QUATTRO TITLES	CASS 11.99
COOL WORLD	CASS 8.99 DISK 11.99
WWF II	CASS 8.99 DISK 11.99
MC KIDS	CASS 9.99 DISK 11.99

BUDGET

3D Pool 3.99
3D Stock Cars 2 3.99
Airbourne Ranger 3.99
American Tag Team Wrestling New 3.99
Arnie New 3.99
Arnie II New 3.99
Atlantis 4 Pack 3.99
Badlands New 3.99
Batman the Movie 3.99
Biff 3.99
Big Nose's American Adventure 3.99
Black Hornet 3.99
Blue Baron 3.99
Bod Squad New 3.99
Bubble Bobble 3.99
Bubble Dizzy 3.99
CJ in The USA 3.99
California Games 3.99
Castle Master New 3.99
Championship Golf 3.99
Championship Wrestling New 3.99
Championship 3D Snooker New 3.99
Combat Pack 3.99
Crackdown New 3.99
Creatures New 3.99
Cyberball New 3.99
Devastating Blow 3.99
Dizzy Down The Rapids New 3.99
Dizzy Prince of Yolk Folk New 3.99
Dizzy Panic 3.99
DJ's Volcanic Capers New 3.99
Doc Croc's Excellent Adventures New 3.99
Double Dragon II 3.99
Dragons of Flame 3.99
Dragon Spirit 3.99
Escape from Planet-Robot Monsters 3.99
F16 Combat Pilot 3.99
Fantasy World Dizzy 3.99
First Past the Post 3.99
Flimbo's Quest New 3.99
Footballer of the Year 2 3.99
Frankenstein New 3.99
Fun School 2 Range (State Age) New 3.99
Ghouls & Ghosts 3.99
Go For Gold New 3.99
Golden Axe 3.99
Graham Souness Soccer 3.99
Graham Souness Int. Soccer New 3.99
Gunship 3.99
Heroes of the Lance 3.99
Indiana Jones & the Last Crusade 3.99
International Basketball New 3.99
International Football 3.99
International Ice Hockey 3.99
International Manager 3.99
International Tennis New 3.99
Italy 1990 3.99
Jack Nicklaus Golf New 3.99
Jimmy's Soccer Manager 3.99
Jimmy's Super League New 3.99
Klax New 3.99
Last Ninja 2 3.99
Lotus Esprit Turbo Challenge 3.99
Manchester United 3.99
Magicland Dizzy 3.99
Microprose Soccer 3.99
Midnight Resistance 3.99
Moonwalker 3.99
Monty Python 3.99
Multimix 1 4.99
Multimix 2 4.99
Multimix 3 4.99
Multimix 4 4.99
Multimix 5 New 4.99
Murray Mouse Supercop 3.99
Myth 3.99
Narc New 3.99
Navy Moves 3.99
Nightbreed New 3.99
Neighbours New 3.99
Operation Thunderbolt 3.99
Pictionary New 3.99
Pirates New 3.99
Pro Tennis Tour 3.99
Puffy's Saga 3.99
Puzznic 3.99
Quattro Coin Ops 3.99
Quattro Adventure 3.99
Quattro Arcade 3.99
Quattro Cartoon 3.99
Quattro Combat 3.99
Quattro Firepower 3.99
Quattro Fantastic 3.99
Quattro Fighters 3.99
Quattro Megastars New 3.99
Quattro Power 3.99
Quattro Racers 3.99
Quattro Sports 3.99
Quattro Superhits 3.99
Quattro Skills 3.99
Robocop 3.99
Shadow Warriors 3.99
Silent Service 3.99
Skate Wars 3.99
Spy Spy 3.99
Slicks New 3.99
Snooker Management 3.99
Soccer Double 2 3.99
Soccer Double 3 3.99
Soccer Pinball 3.99
Soccer Rivals 3.99
Solo Flight New 3.99
Spellbound Dizzy New 3.99
ST Dragon 3.99
Steg New 3.99
Stun Runner New 3.99
Streetfighter New 3.99
Strider 3.99
Spy Who Loved Me 3.99
Stuntman Seymour New 3.99
Strider 2 New 3.99
Striker in the Crypt 3.99
Stunt Car racer 3.99
Summer Camp 3.99
Super Monaco GP New 3.99
Super Off Road 3.99
Super Seymour 3.99
Seymour Goes to Hollywood 3.99
Switchblade 3.99
SWIV New 3.99
The Match 3.99
The National 3.99
The Simpsons 3.99
Terminator 2 3.99
Test Master New 3.99
Test Drive 2 New 3.99
Top Gun 3.99
Total Recall New 3.99
Treasure Island Dizzy 3.99
Treble Champions 3.99
Trivial Pursuit New 3.99
Tervor Brookings World Cup Glory New 3.99
Turbo Outrun 3.99
Turbo The Tortoise New 3.99
Turrican 3.99
Turrican II 3.99
Tusker 3.99
Vendetta 3.99
Viz New 4.99
Wembley Greyhounds 3.99
Wild West Seymour New 3.99
World Cricket 3.99
World Rugby New 3.99

DECEMBER BUDGET RELEASES - ORDER NOW TO RESERVE YOUR COPY!

Pitfighter 3.99
Smash TV 3.99
F15 Strike Eagle 3.99
Last Ninja 3 3.99

Subject to Availability*

ORDER FORM AND INFORMATION. All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to: PRICEBUSTER, Unit 23, 14/20 George Street Birmingham B12 9RG

BLOCK CAPITALS
Name.....
Address.....
.....
.....
.....
.....
Postcode.....
Tel. No.....

NAME OF GAME	COMPUTER	VALUE
	POSTAGE	
	TOTAL	

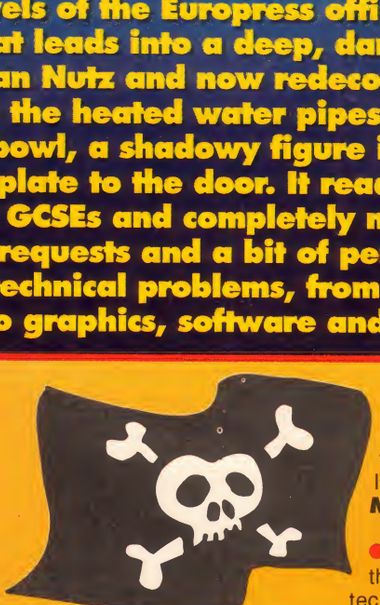
Postage Rates: Please add 50p P+P on all orders. EEC countries add £1.00 per item. Non EEC Countries add £2.50 per item. Cheques payable to Price Buster. (Sterling Only)

THE MIGHTY BRIAN!

Deep in the bowels of the Europress offices lies a heavy wooden door that leads into a deep, dark cellar. Formerly the lab of Norman Nutz and now redecorated and refurbished with the heated water pipes for Ken D Fish's luxury goldfish bowl, a shadowy figure is seen pinning a new brass nameplate to the door. It reads 'Professor Brian Strain, 10 GCSEs and completely modest!'
Yes, after many requests and a bit of persuasion I'm here to answer your technical problems, from programming to printers, music to graphics, software and hardware.

THE FIRST OF MANY

Dear Sir
I was recently given a disk version of *Pirates!* by MicroProse. Unfortunately, when trying to load, all I get is 'File not found error in 1'.



MicroProse don't have any replacement copies of this oldie, so could you give me any tips to make the prog work as it'll list, following the error message.
Mr R Foster, Sheffield

● Congratulations on being the first letter ever in this technical column! Firstly, I presume you've tried removing extra hardware (eg cartridges) before loading the game. I'm not certain that will solve the problem, however. If, when you list the program, you get a SYS command, there's little more I can do to help you. If you find a Basic LOAD command, check the directory of the disk (LOAD"$",8 then LIST) and see if the file mentioned in the LOAD command is there. I suspect you won't be able to, and thus the only option is to try and find a working copy. (Available again soon from Kixx, see review next ish — Ed).
Brian

2 PLUS 2 = ?

Dear ZZAP!
I wondered where I can get some spare parts for the Commodore +4 computer, as I have a couple of these machines which are a bit under the weather. I hope you can help as I'd like to get them running again.
Kevin Hutchinson, Sheffield

● Hmm, Plus 4, not a bad little machine, I helped some friends set up one. As for spare parts, try OASIS Computer Services (*14 Ridgeway Road, Salisbury, Wiltshire SP1 3BU*; telephone 0722 335061). They offer spare parts and repairs for all the Commodore machines. A full repair should cost about £30–£40 inclusive, and the spare parts (should you be into DIY) around £15. Hope you can fix the 64's baby brother!
Brian

MIDDLE MANAGEMENT

Dear Brian
I'm in the middle of writing a management game on the C64, and am having a few problems. Could you help me?
Q1. In my game I need to use random sentences. For example, if you order your men to kill someone, the computer randomly picks how the job went, eg:
1 — He escaped
2 — He was killed
3 — He killed three of our men
Q2. If you have a menu and you ask the player to enter which option he/she wants...

```
10 PRINT "MENU"
20 PRINT "1. Workers"
30 PRINT "2. Land"
40 PRINT "3. Shops"
50 PRINT "4. Money"
60 INPUT A
70 IF A=1 THEN PRINT etc
```

...how do you get it so the computer prints up the option for whatever the person picks? Could you send me a listing showing all the options so the player can pick any number and get his information?
Brian Bogle, Co Londonderry, N Ireland.

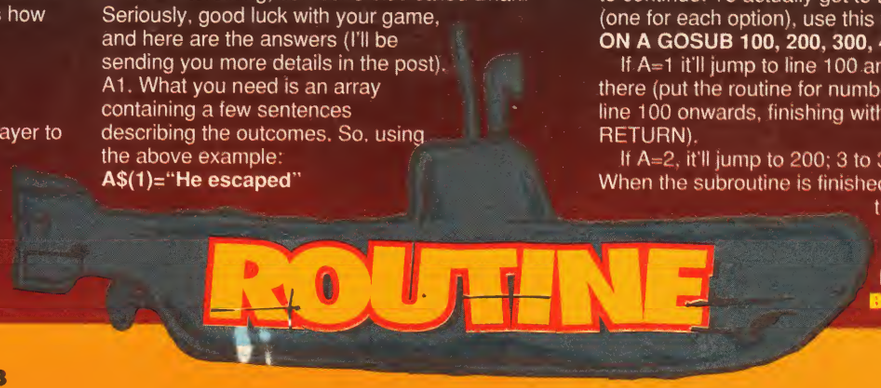
● How interesting, someone else called Brian! Seriously, good luck with your game, and here are the answers (I'll be sending you more details in the post).
A1. What you need is an array containing a few sentences describing the outcomes. So, using the above example:

```
A$(1)="He escaped"
A$(2)="He was killed"
A$(3)="He killed three of our men"
```

Then pick a random number between 1 and 3 (more if you have more messages).
PRINT A$(T) — Prints the random message, where T is the random number.
A2. The answer is to make each menu option lead to a SUBROUTINE. You can then GOSUB to the routine, print the information and RETURN to continue. To actually get to the subroutines (one for each option), use this line:

```
ON A GOSUB 100, 200, 300, 400
```

If A=1 it'll jump to line 100 and continue from there (put the routine for number of workers at line 100 onwards, finishing with the statement RETURN).
If A=2, it'll jump to 200; 3 to 300 and so on. When the subroutine is finished, you'll return to the line AFTER the ON A GOSUB. I hope that's helped.
Brian



ALL YOUR TECHIE TROUBLES SOLVED!

WHAT DO YOU MAKE OF THIS?

Dear Prof
I have a problem (don't we all). I have a program which pokes a circle on the screen, makes X the poked number and by pressing a letter you can make X bigger or smaller by 1–40. But...
Q1. How do you poke X?
Mr Anonymous, Anonyville

● So you want to know how to make the new value of X, altered by pressing a key, to be where the circle is printed? Well, to get the circle to appear anywhere along the top row:
POKE 1024+X, 81 where 81 is the value for a circle. X must be in the range 0–39. If you want your program to be VERY complicated, add another variable called Y (in the range 0–24) and turn the line into:
POKE 1024+(Y*40)+X, 81
After a delay loop, repeat the line but with a 32 at the end to clear the circle, ready to move to its new position.
I hope you understand all that...
Brian

OUT OF TUNE

Now for some handy advice from Les Todd of Henlow in Bedfordshire... or maybe not. He sent in a two-page masterpiece on how to tune your computer for use with a TV set. I'm sorry I can't reproduce it in full, but I was slightly confused by all the talk about altering potentiometers. Do you really need to go to all that hassle? I just chose a spare channel on the TV (eg 6 or an audio/video channel) and tried tuning it until I got a good picture with very little background noise!

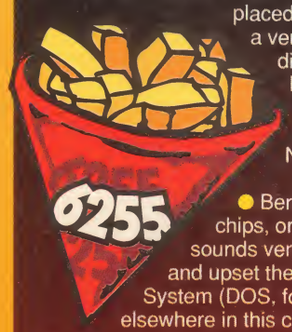
DUAL DILEMMA

Dear Professor
I'm currently in possession of a dual disk drive. It has a power lead, but nothing to connect it to my 64. I'm wondering if the correct leads are available and, if so, where from and approximate price.
I'm worried as the lead connection at the back is not a DIN socket like the one on the back of my C64. The C64 I own is the new style (if that makes any difference!). Your help will be greatly appreciated.
Mark Dodd, Mapperly, Notts

● No, no and thrice no! The C64C (or new-style 64, as you call it) is 100% compatible with the old 64. There are no colour changes, memory changes or anything (contrary to popular rumour). The only difference is in the sound chip.
As for your disk drive, which I presume was originally from the 8040 or a similar old Commodore business machine, what you need is an IEEE interface. Meedmore Distribution at *28 Farriers Way, Netherton, Merseyside L30 4XL* (telephone 051 5521 2202) should be able to help, but please note that software designed for use with the 1541 drive won't work with the 8050.
Brian

DICEY DISK DRIVE DERRING-DO IN DODGY DOODAH...

Dear Prof
I have an old-style Commodore 1541 disk drive. At first the drive wouldn't work correctly and not load or save, and the drive motor continued after switching on — without any commands sent to it. I discovered one of the 6522 chips was working incorrectly but, not knowing which one, I replaced both of them. The drive now loads as normal but won't save, and corrupts any data if placed on a disk. When formatting, the computer takes a very long time and gives an error message (flashing disk light).
Bernard Giltrap, Coventry
PS. Would a graphics-booster chip be possible on C64 games carts in a similar way to the new Nintendo games availible?



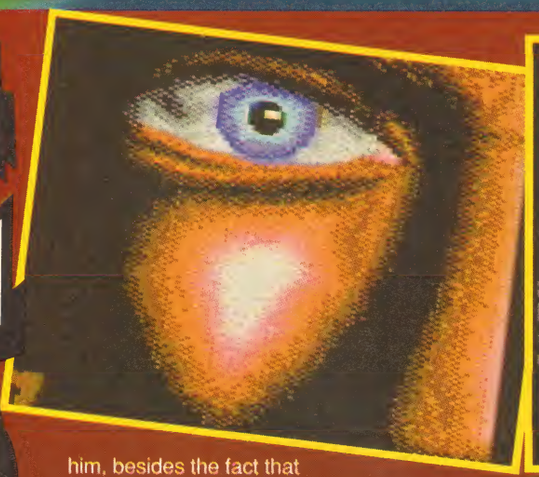
● Bernard, do you mean that you yourself replaced the chips, or did you get a qualified technician to do it? It sounds very much as if you've made a mistake somewhere, and upset the 16K ROM chip that holds the Disk Operating System (DOS, for short). I'd get in touch with OASIS (address elsewhere in this column) and see what they can do for you.
As for the format problem, it usually takes over two minutes anyway, and the error light could mean a dodgy disk. The graphics-booster chip would, I think, be almost impossible on the C64. As it stands, the C64 has better graphics than the Nintendo Entertainment System, and the games are a lot cheaper!
Brian

So, that's the end of the first barn-storming bumper bundle, bursting forth with its busy business of informing YOU, the COMMODORE FORCE reader. Tune in next month for some more advice and astounding alliteration. Send your letters to:

Professor Brian Strain,
COMMODORE FORCE,
Europress Impact,
Ludlow,
Shropshire
SY8 1JW.

Enclose an SAE if you want a personal reply or a particular listing (however, if the response is too large I can't guarantee everyone a reply).

PUBLIC SECTOR



Well wallop my windmills, if it isn't that dynamic Dutch dude REMI EBUS, here to bring you the lowdown on the very best PD demos...

WOTZ PD?

Public Domain, or PD for short, is a collection of programs for which the author has waived his or her copyright — it can be legally copied or sold for a small copying fee through PD libraries, but cannot be sold for profit or incorporated into commercial programs.

Games and utilities can be found on PD, but dazzling demos are by far the most popular... Take it away, Remi!

This month the PD File is dedicated to one aspect of demos — the graphics! Don't ask me why, it just got into my head to do so (maybe the bribes helped).

Seriously, graphics are a very important part of a demo. I'm not going to teach you any graphical tricks here. Instead I'll introduce you to some of the scene's best artists. If you're interested in making your own art demos, you could do worse than studying theirs.

MIRAGE (Legend)

Known to the authorities as Lars Verhoeff, this fellow Dutchman started to gain popularity when he became editor of paper-based scene-magazine Shock, in which he also did some great drawings. When the Verdict team split up, he went to Censor Design. Not satisfied with their latest demo (*Wonderland 9*) he left to join Legend.

He's not too famous in the scene, because he prefers quality over quantity. At the moment he's working on a small game which should be ready soon.

And his tip for budding artists? Never be satisfied with your work, it can always be improved. Coming from a person who's one of the best graphic artists on the C64 scene, you should bear that in mind.

Besides drawing, Lars can also program a bit, and he's currently working on a demo together with other famous graphic artists like Hein Design and Bizzmo (featured elsewhere in this column). The music will be composed by Deek (well-known C64 musician whose triumphs include the soundtracks for *Wacky Races* and *Quick Draw McGraw* for Hi-Tec). The release date hasn't been set yet, due to the many people involved — and, speaking from experience, graphics guys tend to be, ahem... slow.

BIZZMO (Crest)

Douglas Roberts is the name given to Bizzmo by his parents (hopefully), and he lives in the UK. I can't tell you much about him, besides the fact that he's been a member of the notorious Genesis Project for some time, and has produced some excellent works of art. Some of his best pictures have been made into a compilation, but a little while ago he left Genesis Project to join Crest, one of the leading demo groups. They're currently working on *Crest's Late Night Show* which should feature Bizzmo's latest work. Bizzmo and Deek (also a former Genesis Project member) are working on a slide show too, and helping out on Mirage's demo.

HEIN DESIGN & ORC (Blackmail)

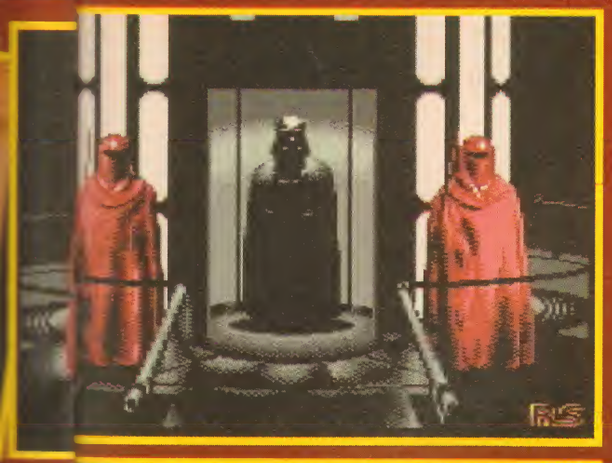
Hein Holt started his career in Vision, a group founded by his elder brother. At the time he was a reasonable artist, and Vision a respected group. When Hein met Orc at a party and traded artworks, Orc thought Hein was good enough to join Blackmail, one of the best C64 demo groups ever!

Together they formed a graphics duo called Diart, and fame came fast when they topped the charts. Their latest work can be seen in Blackmail's *Dutch Breeze*, the best design demo yet — Hein's FLI pictures are especially good. Hein and Mirage planned to do a demo together but, as stated earlier, several other arty-types have joined in.

A small tip from the master — Always look at others' work and try to learn from their style.

Spakkler (Megastyle Inc)

The Norwegians Rune Spaans and his brother Ruben are one hell of a team! Sparkler (Rune) is a graphics genius, while Scroll (Ruben) is an excellent programmer. That's why their team, Megastyle, is known for its masterpieces. Megastyle Inc was one of the first teams to achieve blinding programming effects *and* great



VISUALITY II

● Visual Reality

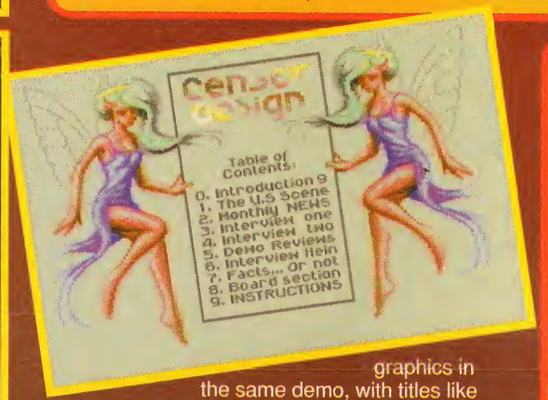
This new group is rather good, as they're able to combine high quality coding with superb graphics and music. But that's not a real surprise as most of the members come from other great groups such as Dominators Design and Vibrants.

Visuality II is their second demo (no prizes for guessing what the first was called), and Amiga influences are evident throughout. Effects include filled vectors, trifaces (vectors which invert when they overlap), a TV box (a vector cube with a picture on each face) and light sourcing. The only non-vector parts are the intro, a small FLI-picture and the end part. The latter features a two-screens-wide, high-resolution interlace picture (what a mouthful, eh?) and a nice tune from Jeroen Tel.

Visuality II is an OK demo, but there are no revolutionary routines or brilliant graphics and music. Nevertheless it's perfectly presented.

● Another Visual Reality product came out recently, called *Amigasaga*, a slide-show from high-resolution pictures converted from the Amiga. It's nothing special but features some really nice pics — check it out!

THE PD VERDICT! 7/10



graphics in the same demo, with titles like *Piece Of Cake* and the *Brainstorm* series.

Recently renamed Megastyle Productions, the team is said to be working on commercial game titles.

ORIGON: THE REQUEST

● Elysium

Following the already-classic *Elysion, A Requiem* by Origo, comes this mickey-take. Featuring Plasma (weird colour transformations), raytracing (converted from the ST using a PC — honest!), Bezier's curve (a strangely moving line), and a TV box (explained earlier), it scores high on the Amiga-inspired-demo scale. But so did *Elysion*. And that had an excellent design as well, instead of the unoriginality of *Origon*.

THE PD VERDICT! 6/10

2 YEARS FACES

● Faces

Guess what? This demo is dedicated to the fact that Faces were formed two years ago... honest! They're a Hungarian group, and not a bad one either!

The demo starts a bit awkwardly. Most demos feature a small note on the disk, with some explanations, forgotten credits, and tips. And most of the time, these notes aren't read. To make sure theirs is, Faces have swapped the names on their disk directory so when you select *2 Year Faces* you load the note! To load the demo, you pick '—DEMO NOTE—'.

However, reading the note is essential, because when the demo is loaded the only thing you see is 'syntax error'. As the note explains, it hasn't crashed — instead you're given five seconds to type 'Faces' to start the demo.

This features shadow vectors (filled vector objects with a... erm... shadow), a chessboard (field of coloured squares zooming in and out), metamorphoses (pictures transforming into other pictures), and unlimited bobs (balls swinging over your screen).

Again I must say there's nothing new here, and that leaves the design to make it a good demo. Sadly, I can't say that the 'logo scroller and Special Effect' theme is particularly original. *2 Years Faces* isn't bad, but lacks that certain something to make it brilliant.

THE PD VERDICT! 5/10

Gotcha

Before his recent retirement, German graphics guy Dario Krobath was one of the best! He started to gain popularity when he and his friend started the disk magazine *Mamba*, which was soon to become one of the leading scene mags. Some of his best work can be seen in Crazy's last demo *That's Design*. Not long after its release, Crazy split up, and Gotcha joined Enigma, but left to join Cosmos Design shortly afterwards. In that group he did the graphics for games (including *Logical*), but his interest in computers wore thin. Not too long ago he compiled all his last artworks into a graphics demo, along with the message he would no longer be active on the scene.

● These aren't the only graphic artists on the scene, but they're arguably the best, and could be compared to top commercial artists such as Dokk, Steve Rowlands, Robin Levy, and Bob Stevenson.

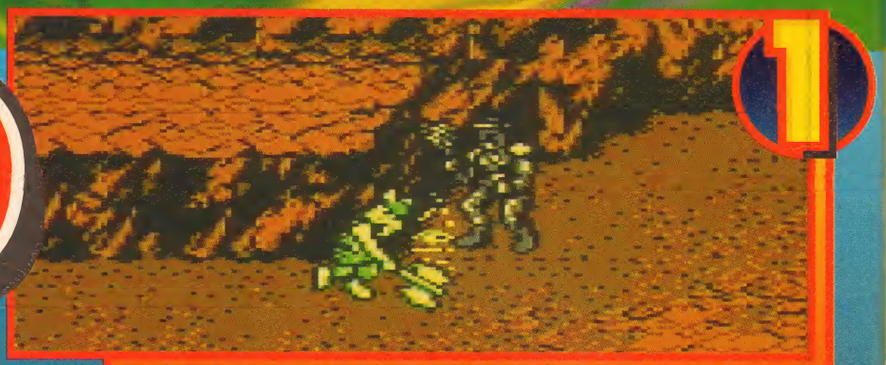
That rounds up the most interesting PD products. Next month I'll bring you an interview with ace musician Jeroen Tel, one of the best (if not the best) on the C64 scene... Until then, have a banana!

GET AHEAD

BAD INFLUENCE! ON SALE NOW

CHARTS!

TOP TON!



1 **GOLDEN AXE Tronix £3.99**

2 **CREATURES Kixx £3.99**

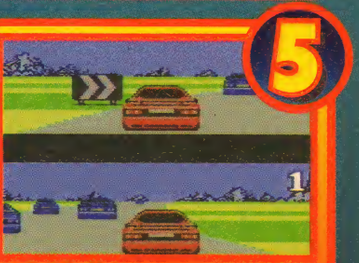
3 **ARNIE Zeppelin £3.99**

ELSPA CHARTS PENNGUIN

COMPILED BY GALLUP . SPONSORED BY PENGUIN BISCUITS

With our exclusive GALLUP Top 100 chart, you can study the form and find out which C64 games are flying off the shelves... and which are gathering dust. Codies' racer *Slicks* zooms straight in at number 4, while former top-seller *Arnie* is still going great guns at 3.

4 **SLICKS CodeMasters £3.99**



5 **LOTUS TURBO CHALLENGE GBH £3.99**

6. Graeme Souness Soccer Manager ..... Zeppelin £3.99
7. Italia '90 ..... Tronix £3.99
8. Fun School 2: Over 8s ..... Hit Squad £3.99
9. Fun School 2: Under 6s ..... Hit Squad £3.99
10. Rainbow Islands ..... Hit Squad £3.99
11. Fun School 2: 6–8 Years ..... Hit Squad £3.99
12. F16 Combat Pilot ..... Action 16 ..... £3.99
13. Emlyn Hughes nternational Soccer ..... Touchdown £3.99
14. Dizzy: Prince Of The Yolk Folk .. CodeMasters £3.99
15. Championship 3-D Snooker ..... Zeppelin £3.99
16. Match Of The Day ..... Zeppelin Premier £10.99
17. DJ Puff ..... CodeMasters £3.99
18. Ivan Stewart's Super Off Road ..... Tronix £3.99
19. Manchester United ..... GBH £3.99
20. Dizzy Down The Rapids ..... CodeMasters £3.99
21. Toki ..... Ocean £14.99
22. RoboCop ..... Hit Squad £3.99
23. New Zealand Story ..... Hit Squad £3.99
24. Magicland Dizzy ..... CodeMasters £3.99
25. WWF Wrestlemania ... Ocean £10.99
26. Bubble Dizzy ..... CodeMasters £3.99
27. Bubble Bobble ..... Hit Squad £3.99
28. James Pond 2 — RoboCod ..... Millennium £3.99
29. Treble Champions ..... E&J £3.99
30. Multimixx 1 Golf ..... Kixx £4.99
31. Shoot-'Em-Up Construction Kit ..... GBH £4.99
32. Super Monaco Grand Prix ..... Kixx £3.99
33. Spellbound Dizzy ..... CodeMasters £3.99
34. Creatures 2 — Torture Trouble ..... Thalamus £10.99
35. Jack Nicklaus Golf ..... Hit Squad £3.99
36. Test Drive 2 ..... Hit Squad £3.99
37. MicroProse Soccer .... Kixx £3.99
38. Multi-Player Soccer Manager ..... Cult £3.99
39. Combat Pack 3 ..... Zeppelin £3.99
40. Quattro Megastars ..... CodeMasters £3.99
41. World Cricket ..... Zeppelin £3.99
42. The Addams Family ... Ocean £10.99
43. Dizzy's Excellent Adventures ..... CodeMasters £9.99
44. Italy 1990 ..... Kixx £3.99
45. International Ice Hockey ..... Zeppelin £3.99
46. Viz ..... Tronix £4.99
47. Olympiad Collection .. MicroValue £3.99
48. Gunship ..... Kixx £3.99
49. SCI (Chase HQ II) ..... Ocean £19.99
50. Bod Squad ..... Zeppelin £3.99
51. Go For Gold ..... Kixx £3.99
52. Blues Brothers ..... Titus £15.99
53. Turrican 2 ..... Kixx £3.99
54. Footballer Of The Year 2 ..... GBH £3.99
55. 4 Game Pack No.3 ..... Atlantis £3.99
56. Turbo The Tortoise .... Code Masters £3.99
57. World Championship Boxing .... GBH £3.99
58. Summer Camp ..... Kixx £3.99
59. Ultimate Golf ..... GBH £4.99
60. Superted ..... Alternative £2.99
61. Stunt Car Racer ..... Kixx £3.99
62. Championship Wrestling ..... Kixx £3.99
63. RoboCop 3 ..... Ocean £14.99
64. International 3D Tennis ..... GBH £3.99
65. Space Crusade ..... Gremlin Graphics ... £10.99
66. Midnight Resistance .. Hit Squad £3.99
67. Robocop 2 ..... Ocean £19.99
68. Battle Command ..... Ocean £14.99
69. Total Recall ..... Hit Squad £3.99
70. The Hits 2 ..... Thalamus Europe ... £16.99
71. Quattro Fighters ..... Code Masters £3.99
72. Pro Tennis Tour ..... Hit Squad £3.99
73. England Championship Special .... Grandslam £10.99
74. Chase HQ ..... Hit Squad £3.99
75. Slightly Magic ..... CodeMasters £3.99
76. Seymour Goes To Hollywood ..... CodeMasters £3.99
77. Sports/Skill Pack 5 .... Zeppelin £3.99
78. Turbo Out Run ..... Kixx £3.99
79. Rick Dangerous ..... Kixx £3.99
80. Rodland ..... Storm £11.99
81. Moonwalker ..... Kixx £3.99
82. Frankenstein ..... Zeppelin £3.99
83. F1 Tornado ..... Zeppelin £3.99
84. Hit Pack 1 ..... Zeppelin £3.99
85. Triple Decker 6 ..... Alternative £2.99
86. Quattro Fantastic ..... Code Masters £3.99
87. Fantasy World Dizzy .. Code Masters £3.99
88. Chart Attack ..... Gremlin Graphics ... £15.99
89. Escape From The Planet Of The Robot Monsters ..... Hit Squad £3.99
90. Paperboy ..... Encore £2.99
91. Indy Heat ..... Storm £11.99
92. The Simpsons ..... Ocean £10.99
93. World Class Rugby .... Audiogenic £10.99
94. European Footbal Championship ..... Domark £10.99
95. Multimixx 4 ..... Kixx £4.99
96. Dizzy Collection ..... CodeMasters £9.99
97. Double Dragon 2 ..... Tronix £3.99
98. Seymour Stuntman .... CodeMasters £3.99
99. Mini Office 2 ..... Europress £14.95
100. American 3D Pool .... Zeppelin £3.99

JOIN THE FORCE!

Have you even wanted to walk around dodgy parts of town wearing a silly hat and saying things like 'Ello, ello, ello' and 'You're nicked'? You have? You must be flamin' bonkers, mate!

Instead, why not join the COMMODORE FORCE? By doing so you'll not only find a copy of the best C64 games mag in the known universe on your doormat every month, you'll also be able to avoid all those nasty lager-swilling thugs (like our Ed!) on the way to the shops. You can still wear a silly hat if you want to, though...

COMMODORE FORCE is *the* mag for right-on reviews, phenomenal pheatures, cor-blimey cover cassettes, rip-roaring roundups, tip-top tips and much more! Add to that a freebie joystick or light phazer, plus an incredible cash saving, and you've got an offer that's hard to refuse.

So why not just come quietly over to this cosy coupon in the corner, Fatty-Phil in your details and mail it off to the address at the bottom. It's a fair cop — honest, officer!

FREE COVERDISKS!

Yes, now subscribers can get their COMMODORE FORCE with a coverdisk containing all the games from the two tapes. And it costs NOTHING EXTRA! It sure saves sending those tapes back every month, plus a lot of money — a whopping £17.88 a year! And that's on top of the money you'll be saving by subscribing, not to mention those stunning free gifts! To get a disk subscription, just tick the relevant box on the coupon below. This amazing limited offer is available to readers all over the world!

PHAB PHREEBIES!

Subscribe to COMMODORE FORCE and get an excellent Quickshot joystick... ABSOLUTELY FREE! Or, pay an extra £4.99, and receive a terrific TROJAN LIGHT PHAZER GUN instead, with SIX great light-gun games: *Operation Wolf, Gunslinger, Cosmic Storm, Ghost Town, Baby Blues,* and *Goose Busters.*

COMMODORE FORCE

Okay, it's a fair cop. I'll come quietly. Slap on the handcuffs and, while you're about it, why not slap me 12 issues of COMMODORE FORCE, too! And just think of all the coppers I'll save by subscribing...

Tick where appropriate.

Please send me the next 12 issues of COMMODORE FORCE:

☐ **I live in the United Kingdom (£29.50 & joystick) Code: 6007**

☐ **I live in the United Kingdom (£34.49 & Trojan Phazer gun & six games) Code: 6008**

☐ **I live in Europe or Eire (£36 with covertapes/disk but no gift) Code: 6009**

☐ **I live outside Europe (£50 with covertapes/disk, airmailed, but no gift) Code: 6010**

DISK USERS! Every issue of COMMODORE FORCE is normally supplied with two cover cassettes. If you prefer to have a coverdisk instead (at no extra cost!), tick this box Code: 6011

Method of payment: ☐ VISA ☐ ACCESS ☐ POSTAL ORDER ☐ CHEQUE

Credit card number: .....

Expiry date: .....

Signature: .....

Name: .....

Address: .....

..... **Postcode:** .....

Make cheques and postal orders payable to Europress Direct. Send this form (or photocopy of it) with payment to: *Europress Direct, COMMODORE FORCE Subscriptions, FREEPOST, Ellesmere Port, South Wirral L65 3EB.* No stamp needed!

OR...

Why not subscribe by phone or fax? Ring your order through on 051 357 1275, or fax it on 051 357 2813. For any enquiries regarding your subscription, telephone the ever-so-helpful people who deal with our subscriptions on 051 357 2961.

Please tick if you do not want to receive promotional material from other companies ☐

This offer is not valid after 24 December 1992 and 9.916 nanoseconds.

WHATEV

What a lucky guy IAN 'DASHING' OSBORNE is. The irritating little blighter visits a magic land, squeals in delight at playschool, and handles his chopper. That's after getting a sneak preview of Kim Basinger!

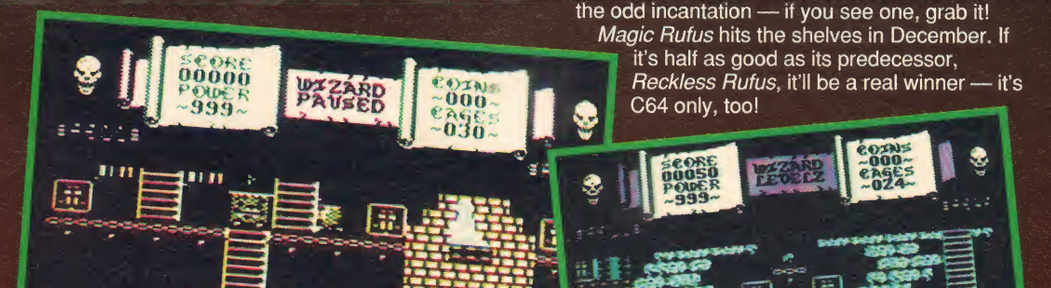
MAGIC RUFUS

● **Alternative Software**

Life was pleasant in the land of Twicky. The trains always ran on time, important letters never got lost in the post (though junk mail from double-glazing firms always did), and everything was sweetness and light. Not any more! You see, idyllic surroundings are all very well, but they're hardly conducive to a spawny computer game. It came as no surprise when two evil wizards took over, imprisoning the unfortunate Twickies — except Rufus, who escaped!

You must help Rufus in his quest to free his friends, battling your way through eight levels of nonstop platform action! Starting each level with full power and no spells, luckily for you the wizards have carelessly left behind the odd incantation — if you see one, grab it!

Magic Rufus hits the shelves in December. If it's half as good as its predecessor, *Reckless Rufus*, it'll be a real winner — it's C64 only, too!



PLAYDAY

● **Alternative Software**

Here's one for the kiddies — based on the longest-running pre-school programme on TV, *Playdays* is an educational outing aimed at the younger Commodore owner. And, erm... we can't tell you much more about it than that, really.

...The loading screen's pretty good eh? Erm,

COOL WORL

R NEXT?

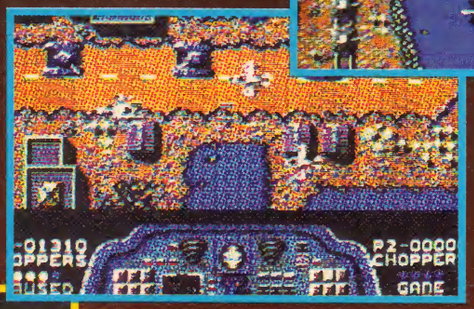
AYS

it er, looks a bit like the Mystery Machine out of Scooby Doo — remember Scooby Doo? That brilliant 1970s cartoon series with (snip! Stop waffling and get on with it — Ed). Erm... okay.

The screens are very colourful, in fact they're as colourful as, erm, a very colourful thing. They remind me of my last trip to the local art gallery, which was ace! It's not so good now though, 'coz they've filled it with modern art! You know, where an 'artist' expresses himself by kicking a kettle across the room, then charging National Heritage a five-figure sum for it (keep this up, Ian, and it's P45 time — Ed).

Ahem! *Playdays* will hit the shelves, erm, on the day it's released, and look forward to a full review whenever (you're fired — Ed).

GLADIATORS



● **Alternative Software**

Oh wow! Another newie that's only appearing on the C64 — it's great to know that companies like Alternative know exactly which machine to support, innit?

And no, it's got nothing to do with its muscle-bound TV series namesake. *Gladiators* is a viewed-from-above horizontally scrolling blaster in the *Uridium* mould, and features eight sections of nonstop blasting. Your mission is to liberate eight recently captured islands by chewing up enemy hardware, letting the ground forces dispose of the remainder.

Your chopper (for that's what you fly) can take a number of hits before biting the dust, but too much damage slows down your rate of fire and makes the helicopter handle sluggishly. The inevitable power-ups are there too — fire power, energy, bonus points, all the usual stuff.

Gladiators is due for release around the first week in December, and I for one can't wait. Look out for a full review in COMMODORE FORCE — soon!

RLD

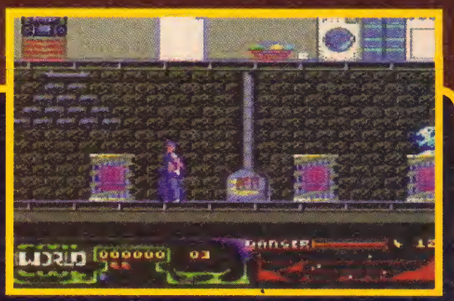
● **Ocean**

Cool World is one of Ocean's new film licences, and follows the story of a certain Jack Deebs. An artist, comic book illustrator and all-round jailbird, Jack kept himself sane while doing time by creating his own personal 'cartoon world'. Here, everyday life imitates a nightmarish Looney Tunes scenario, where items such as pianos fly like birds, and fall like stones onto passing pedestrians.

However, Cool World eventually comes to life, sucking in its creator and leaving him vulnerable to the dark, nasty characters that live there. All of these are seeking to kill him, except for a certain Holli Would (aka Kim Basinger), the hippest doodle ever to slink on two (well-tanned) legs. Holli sings at a nightclub near to where Jack first arrives, and desperately wants to escape back into the real world, where she'll take on human form (probably).

So, enough of the plot — you may be thinking how on earth Ocean could succeed in converting this onto the trusty C64. Well, for a start it's being coded by the same people that brought us the wonderful *WWF*.

Your objective (as the unwitting creator, Jack) is to go between Cool World and reality, destroying the cartoons that are infiltrating the real world and stealing everyday objects to take back into Mr Deeb's fantasy land. From the first-level demo we saw, expectations are high — just look at those gorgeous graphics.



Pencilled in for a release in the not-too-far future, *Cool World* looks to be the game to start the New Year with, if just to see the pictures of Kim Basinger included on the introductory sequences...

COMPILATION EL

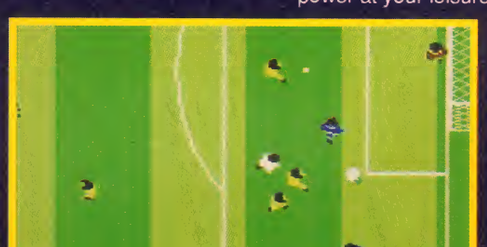
BOX TWENTY

● Prism Games, £19.99 cassette & disk

Wow — 20 games on one page! No words to waste here, so let's scrub the intro and get going...

KICK OFF

The pack kicks off with this mildly playable, horizontally scrolling footy sim. Comprehensive options can't hide its slow speed and lack of tactical depth (run at the goalie and shoot), but it's okay for a quick kick-about.



HEAD COACH

This wildly inaccurate American Football management sim features matchstick players, no substitutions, three offensive play choices, two downs (not four), and a single time bar instead of four quarters! Get serious.

CHALLENGE GOLF

Hmmm, not bad. It's not the most interactive golf sim around — you can choose your club, shot direction and power at your leisure, with no danger of slicing the ball or hitting it harder than you intended. However, it's a real treat for haters of games relying on reflexes.

FOOTBALL MANAGER

What can you say about *Football Manager* that hasn't already been said? Crude by today's standards, but still fairly absorbing.

5TH GEAR

An overhead-view driving shoot-'em-up that plays like a cross between *Supersprint* and *Tranz-Am*. The tight positioning of obstacles makes building up speed impossible, spoiling what could've been a reasonable game.

DAYS OF THUNDER

One of the most boring racers ever. Blocky graphics, hideous sprites and ridiculously long races make this one to avoid — file under 'never load again'.

RALLY SIMULATOR

Your car drives like a drunken curling stone, the directional arrows make the hideously complex road even more confusing, and at the start of each race your opponents race off the grid leaving you standing — you'll never catch them either!

MOUNTAIN BIKE RACER

A mildly playable side-view outing. Thankfully there's no waggling involved, but it's still nothing to write home about.

SNOOKER & POOL

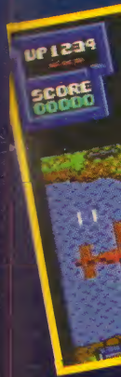
These are the most primitive baize-bashers I've ever seen. The table dwarfs the balls, making them look like marbles, and the slightest touch sends them rolling for miles!

COLOSSUS 4 CHESS

Despite the lousy user interface, this one's pretty good. It plays a mean game, but you'll have to puzzle out its idiosyncrasies yourself — the instructions are in microdot!

VIDEO CARD ARCADE

The instructions give no idea as to what controls are used, and when I tried desperately prodding the keys in the hope something would happen,



TUR
Anoth
Why
Conti

GLI
Could
joystic
scree

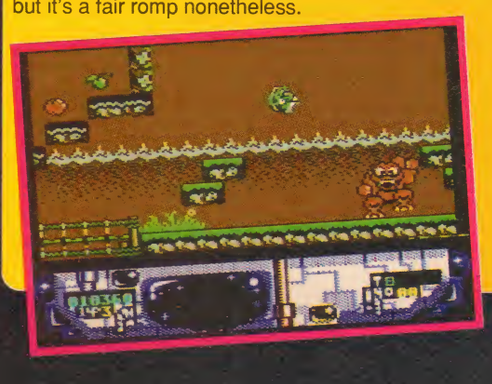
ICE
Dread
stamp
round
— Ed

TUR
A hor
— ye

SUPER ALL-STARS

● CodeMasters, £12.99 cassette

When times are tough, budget bargains and crazy compilations make life easier on the wallet. Or do they? *Super All-Stars* doesn't quite live up to its title, but it's a fair romp nonetheless.



TURBO THE TORTOISE

Originally developed by Hi-Tec, *Turbo The Tortoise* was snapped up by the Codies. Rather good it is too! There's nothing particularly original here, just a standard platform-plodding shoot-'em-up, but slick execution makes it a real winner! It won't hold you forever, but expect a few sleepless nights in the short term — perfect budget material, methinks!

STEG THE SLUG

If *Turbo*'s a brilliant but derivative game, *Steg*'s an absolute cracker in all departments! In this cutesy cartoon save-'em-up, Steg must feed his kiddies (T'yungunz) with grubs (ugh)! To get them to the nest, Steg traps them in bubbles which then float away, blown all over the place by air jets, pranged by spikes, and helped along with a little nudge from Steg.

This forms the heart of the game: which jets should Steg switch on and which should he leave off? What's the best way over this set of spikes? What's the best time to use the performance-enhancing power-ups scattered along each level? Be quick about it — delay too long and T'yungunz starve!

MA
Has
litter
them
them
Diz
Zak
caus
Dizzy
multi
base
defea

ELATION!

Loads of games for not much cash: is it always a good deal? IAN 'WATCHDOG' OSBORNE wades in to consumer-test two new compilations... and walks into a potential deathtrap!

the game crashed — twice! Needless to say I didn't bother reloading.

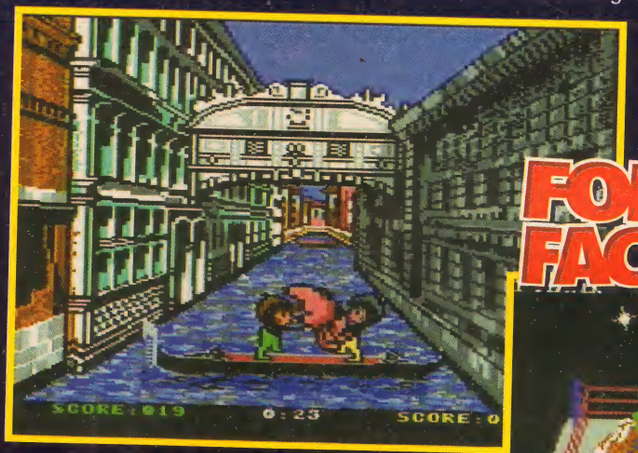
TURBO '64
Another dodgy racer that drives like James Dean. Why play this garbage when the excellent *Continental Circus* is on this month's covertape?

GLIDER PILOT
Could've been a goodie, but what you do with the joystick has little effect on what happens on the screen — so why bother?

ICE HOCKEY
Dreadful graphics, goals the size of postage stamps, computer-controlled dudes that rush round like headless chickens... need I go on? (No — Ed)

TURBO BOAT SIMULATOR
A horizontal blaster with virtually nothing to blast — yes, it really is that bad!

ALTERNATIVE WORLD GAMES
Not bad — not bad at all. I'm not a great fan of multi-event wagglers, but it's nice to see a bit of originality in the genre. You'll be ploughing your way through events such as boot throwing, pillow fighting and sack racing, all presented with a great sense of humour. Not as playable as today's outings, but worth a go.



ROCK & WRESTLE
WWF this isn't! 'Full instructions on screen' screams the manual — there aren't, and I was left to puzzle out what the joystick movements actually do, which doesn't seem to be a lot.

WATER POLO
Now this is more like it — a sports sim that's actually fun to play! Controls are tricky and computer opponents too tough, but it's a gas in two-player mode.

BEACH BUGGY SIMULATOR
Should be called '*Moon Buggy* rip-off minus the gameplay'. The sparse simplicity of its inspiration has gone, leaving behind a shoddy parody. It's damned near impossible too!

STUNT BIKE SIMULATOR
One of the collection's better games, but that isn't saying a lot. Could've been good fun if it weren't so damned unforgiving.

Conclusion
So there we have it — there's nothing really outstanding here, and an awful lot of crud. You get loads of games for your dosh, but so what? I'd rather splash out on five decent budget games or two full-pricers than a boxful of fillers, but the choice is, as ever, yours.

So far, each *Dizzy* game's been a slight improvement on the last, and this one's no exception. Unfortunately too many Codies arcade adventures have been straight Speccy ports, but running far slower — alas, *Magicland*'s one of these! Its charm and humour make it a fair game, but check out our *Crystal Kingdom* review and think how good it should've been!

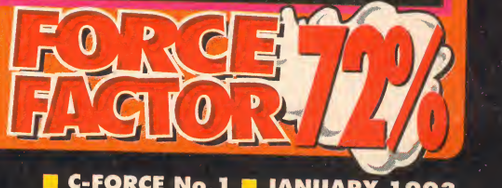
MAGICLAND DIZZY
Has anyone not heard all the bad 'egg' jokes that litter Dizzy reviews? We're as sick of cracking them (no pun intended) as you are of reading them, so let's get on with the review...

Dizzy is not a happy chappy. The evil wizard Zak has cast a spell on six of our hero's friends, causing all manner of havoc and distress! Dizzy's task is to gambol his way through a multiscreen arcade adventure, solving object-based puzzles, rescuing his buddies, and defeating Zak's.

CAPTAIN DYNAMO
Oh good grief, I thought we'd seen the last of this turkey! Check out our review on page 58 for the lowdown, and we mean LOW!

CJ IN THE USA
Aha, a controversial one! This game has its fans, but personally I find it boring and frustrating. Do we really need another platform pounder in the *Stuntman Seymour/Elephant Antics* mould? And if we did, should it really depend on unfair deaths and lousy collision detection for its difficulty? All through the game you're forced to take leaps in the dark, hoping you'll hit a platform and not a hazard — this isn't good arcade action, just tedious trial and error!

The trouble with releasing budget games as full-priced compilations is, if you've got just one of them (ignoring the hideous *Captain Dynamo*, of course), it'd be cheaper to buy the rest individually! *Super All-Stars* is definitely good value for money, but only if you're a die-hard *CJ* fan lacking all four 'decent' games.



CRYSTAL KINGDOM D

● CodeMasters, £9.99 cassette

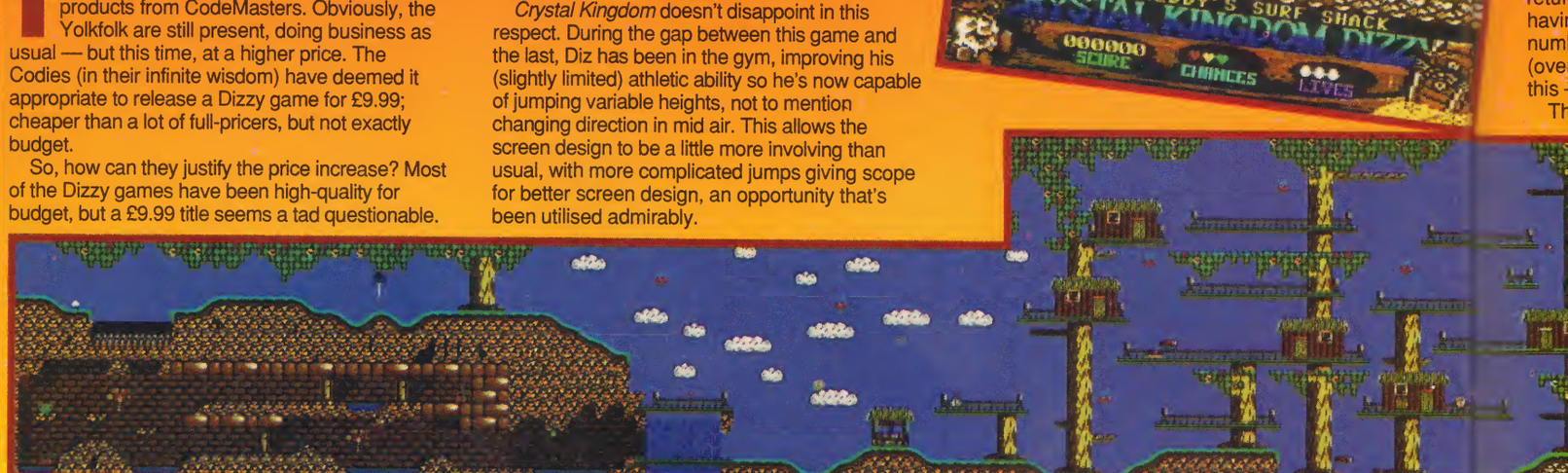
Dizzy reviews and rotten-egg jokes usually go hand in hand. JAMES 'NOT THIS TIME!' PRICE endeavours to change all that...

This is the latest in the long line of egg-related products from CodeMasters. Obviously, the Yolkfolk are still present, doing business as usual — but this time, at a higher price. The Codies (in their infinite wisdom) have deemed it appropriate to release a Dizzy game for £9.99; cheaper than a lot of full-pricers, but not exactly budget.

So, how can they justify the price increase? Most of the Dizzy games have been high-quality for budget, but a £9.99 title seems a tad questionable. Dizzy's reputation has been growing steadily over the years, with games such as Treasure Island Dizzy, *Magicland Dizzy* and *Spellbound Dizzy* each improving on the last, but all using a similar sort of game design with graphics tailored to fit the plot.

Crystal Kingdom revolves around Dizzy's quest to retrieve Zeffar's Crystal Chalice, Crown and Sword, these being the only items capable of halting the thaw threatening the future of the Crystal Kingdom. But who wants to hear about a plot? Everyone buys Dizzy games for the puzzles and tricky platform jumping.

Crystal Kingdom doesn't disappoint in this respect. During the gap between this game and the last, Diz has been in the gym, improving his (slightly limited) athletic ability so he's now capable of jumping variable heights, not to mention changing direction in mid air. This allows the screen design to be a little more involving than usual, with more complicated jumps giving scope for better screen design, an opportunity that's been utilised admirably.



SOLO FLIGHT

● Kixx, £3.99 cassette

Many an hour can be passed by gazing into the skies, let alone flying around them. CHRIS 'CHOCKS AWAY' HAYWARD dons a large flapping scarf and sprints up the runway to join those magnificent men.

A flight sim, eh? Sounds exciting. What could it involve? Taking control of a rugged jet fighter on a one-way, suicidal ticket to destruction? No? All right then, can I settle for a quick hostage rescue using an armoured Gunship? Well, not exactly — it's actually delivering letters using a little airplane!

Solo Flight aims to capture the essence of America in the 1930s, when small light aircraft (the Ryan S-T, to be precise) were used for mail delivery. Of course, in those golden days travelling cross-country by air was particularly dangerous. The plane was prone to mechanical failures and there was the added risk of being blown off course by ever-changing cross-winds.

Just as well, then, that *Solo Flight* includes a comprehensive practice mode to get used to the plane. You can try Clear-Weather Flying, Landing, Contest (a multi-player game; the winner being the one with the best landing), and IFR (Instrument Flight Rules) where you must rely on your instruments alone because of low cloud. You're also accompanied by a flight instructor who gives assistance via text messages and (gulp!) speech.

● Okay, so it's not exactly an F-16, but it's got a more powerful engine than Postman Pat's van!

PHIL!

● I'm sure *Solo Flight* was good in its day, but the C64's come a long way in six years, and been inundated with many far-superior flight sims. You'd have to be a real fan of the genre, *and* on a nostalgia trip to get any enjoyment here. The gameplay's even sparser than the crude graphics — you're liable to fall asleep at the controls.

42%

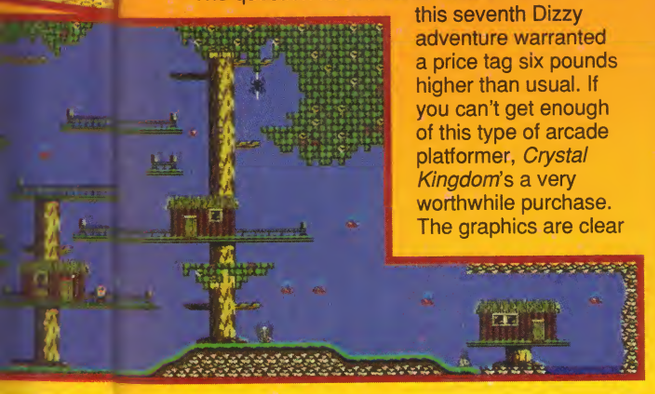
DIZZY

Four times the fun

Another departure from existing adventures is the game's division into four levels, each with their own graphical style: the Yolkfolk village, Captain Blackheart's pirate ship, a desert island, and the Crystal Kingdom itself.

When one section's completed, a password is given allowing the player to restart at the beginning of the next level after dying. This is very good news for people (like me) who hate returning to the start of a game when killed, having nearly completed it. Considering the number of screens included in *Crystal Kingdom* (over 100), you can see the undeniable logic of this — a pat on the back for the programmers.

The question raised earlier was whether or not this seventh Dizzy adventure warranted a price tag six pounds higher than usual. If you can't get enough of this type of arcade platformer, *Crystal Kingdom*'s a very worthwhile purchase. The graphics are clear and colourful, the puzzles rely on logic rather than endless, laborious guesswork, and the interaction with other characters adds atmosphere. I love it. By far the best Eggy game yet — and the largest and most challenging — *Crystal Kingdom* easily makes up for the slightly disappointing *Prince Of The Yolkfolk*.



PHIL!

● **This is a welcome change from some of those naff, ported-across Spectrum conversions Dizzy's previously starred in. No flickery, monochromatic graphics here: the Crystal Kingdom is a colourful place indeed. And big too: four mammoth levels offer plenty of exploration, and heaps of puzzles to solve. Not to mention great graphical variety — I love Level 2's giant pirate ship. Having said that, there are no real gameplay innovations over previous Dizzy outings (even Level 3's scuba diving's been seen before in *Treasure Island*). This wouldn't normally bother me — Dizzy games are always incredibly playable — but I was expecting something a bit more special, considering the huge price hike. I mean, you can grab a five-game Codies compilation for the same amount. Even so, it's the best Dizzy game yet, and compares favourably with other full-price releases.**

87%

JAMES!

90%

■ **PRESENTATION** ■ FOUR LEVELS IN A SINGLE LOAD, PLUS PASSWORDS — 95%

■ **GRAPHICS** ■ NICE AND COLOURFUL, WITH GOOD VARIETY IN LEVELS — 85%

■ **SOUND** ■ 'BIG SCORE' (GET THAT RICHARD!) ACCOMPANIES THE ACTION — 82%

■ **HOOKABILITY** ■ FAMILIAR DIZZY ACTION IS IMMEDIATELY PLAYABLE — 88%

■ **LASTABILITY** ■ FOUR LARGE LEVELS PACKED WITH PLATFORMS AND PUZZLES — 89%

FORCE FACTOR 89%

● **Your delivery area's a lot bigger than Greendale — you even need a map!**

Options for the Mail Run include night-time flying and a choice of six US states. Your mission (should you choose to accept it!) is to deliver five bags of mail to their destinations in the least amount of time. The screen layout's a little odd: the 3-D view is from behind your plane, but below this is the cockpit control panel, showing altitude, airspeed, etc. Points are awarded for good landings and craft handling.

Play-by-mail speed

Original producers MicroProse are famed for their great simulations, but *Solo Flight* isn't one of them. It's just so boring. A lot of time is spent doing nothing whatsoever. A feeling of speed would have been appreciated; the update is far too slow. I realise light aircraft don't travel at supersonic speeds, but the plane seems stationary in mid air.

There's little variation in the different states (the same distant mountain appears in each) and ground objects are very sparse. During night-flying the screen's completely black (or white if there's low cloud) — you can only see the cockpit dials. This may be an accurate representation, but what's the point? Staring at a few gauges for an entire game is hardly adrenalin-pumping.

There are some neat touches, though: you can look at the terrain from different angles (even though you only see sky, grass and that inevitable mountain), the weather changes, and the instructor's voice is a novel idea (even if it does sound like a dalek in a death-metal band).

If there was an exciting mission to complete, it may have been more fun — delivering letters is hardly the most stimulating task. Flight-sim fans may be kept busy for a while, but I doubt it. It's not horrifically bad, it just doesn't cut the cheese in the right places. If this is an accurate simulation of piloting a plane, I'd prefer my feet to remain firmly on the ground.

CHRIS!

49%

GALE WARNING

■ **PRESENTATION** ■ DULL INTRO, BASIC OVERALL LOOK, USEFUL FLYING TIPS — 47%

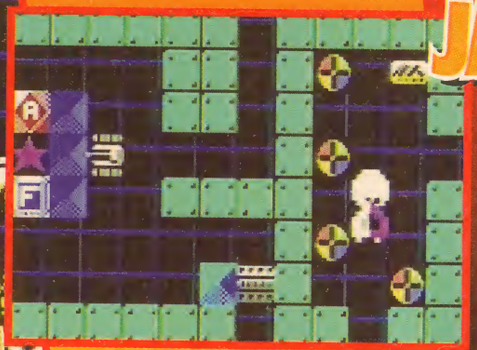
■ **GRAPHICS** ■ SPARSE SCENERY WITH NO VARIATION TO EACH SECTION — 44%

■ **SOUND** ■ MUFFLED IN-GAME SPEECH, NO TUNES AND VERY POOR FX — 49%

■ **HOOKABILITY** ■ QUITE EASY TO GET INTO, LANDING TAKES LOTS OF PRACTISE — 50%

■ **LASTABILITY** ■ THERE ARE MANY MORE-INTERESTING SIMS ON THE MARKET — 46%

FORCE FACTOR 46%



HIDEOUS

JAMES!

● *Hideous* is a flashback to the days when computers were real computers, anoraks were real anoraks (Ian's eyes mist over with nostalgia) and maze/exploration games with a puzzle element were real maze/exp... (yeah, we get the idea — Ed). I can't profess to having missed this genre, but *Hideous* is a particularly good example of how, at a budget price, it can still work. Exploring the maze and shooting the many mutants has a certain amount of charm with the slightly substandard graphics (a problem usually associated with maze games) serving their purpose. With a cheap and cheerful price, *Hideous* is an okay game to play on a rainy day, but those who like their software fast and furious should steer well clear.

70%

● Alternative, £3.99 cassette

Red alert, red alert — the main reactor's violated and radiation's escaping! IAN 'HIDEOUS' OSBORNE will look really neat without any feet, 'coz he'll be a Nuke Mutant tomorrow...

Will they ever learn? When smart-alec scientist technophile-types get a bee in their bonnet, *nothing* stops them. Even if they're doing something totally and utterly insane! Take these *Hideous* dudes. Determined to create a new power source (bless 'em), they 'invent' a new form of radiation — trouble is it's so strong it oozes out of the reactor, seeps into the floor and turns all manner of garden insects into mutated, intelligent megalomaniacs (a bit like the editor, except for the intelligence).

Understandably peeved by their predicament, the mutated creepy-crawlies decide to wipe out the human race and conquer the world, after first takng over the underground Nuke complex. Your task is to drive a tank around the four-level reactor, blasting baddies and placing lead blocks around the offending isotope, rendering it harmless (and after that you'll probably turn green and die of cancer).

Get lost

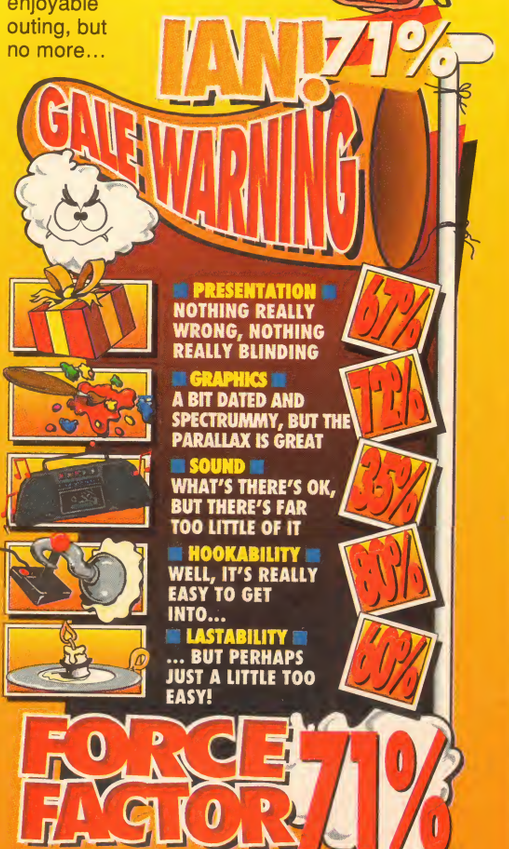
A maze-based shoot-and-collect-'em-up in the *Vindicators* mould, there's no denying *Hideous* looks very dated. There's not really that much to do: just collect the lead, eliminate the enemies, and kill the occasional force-field by flicking the right switches — which look just like beach balls!

You start the game with three tanks, each of which can take a certain amount of punishment before giving up the ghost. On early levels the monsters just lumber around waiting to be dispatched, but the further you get, the tougher they are — on the last level they even fire back! Fuel and ammo are limited, so look out for the replenishing points which hold an infinite supply.

Although blindingly simple, *Hideous* isn't a bad game by any means. As shoot-'em-ups go it's not particularly fast, but it's certainly good fun. The levels themselves are pretty large (the first has 30 screens, the game as a whole 120), giving plenty to explore. On the minus side it's about as deep as Phil's conversation and blast-'em-up fans will find it far too pedestrian.

However, that won't stop fans of the genre getting a decent mileage out of it. I can't see you playing *Hideous* for ever — it isn't too tricky to complete when you understand the layout — but it's certainly fun while it lasts. A competent and enjoyable outing, but no more...

● Having trouble finding your way around? Here's a little map to help you through the first few screens.



● The jeep's okay with its rotating gun, but obstacles are easily flown over in the forward-firing chopper.

● Watch out for a train thundering across those tracks — there are no level crossings here!

SWIV

● Kixx, £3.99 cassette (Rerelease)

CHRIS 'BIG CHOPPER' HAYWARD seemed such a quiet, reserved kind of guy... until he started playing this stormin' shoot-'em-up: in ten seconds flat, he turned into a psychotic warmonger!

The Mad Generals are a strange crew. They like nothing better than producing large quantities of weapons and ammunition factories, then invading every patch of land possible. Two gung-ho heroes ain't too keen about this and set off to wipe out the Generals' entire army (not the brightest of ideas).

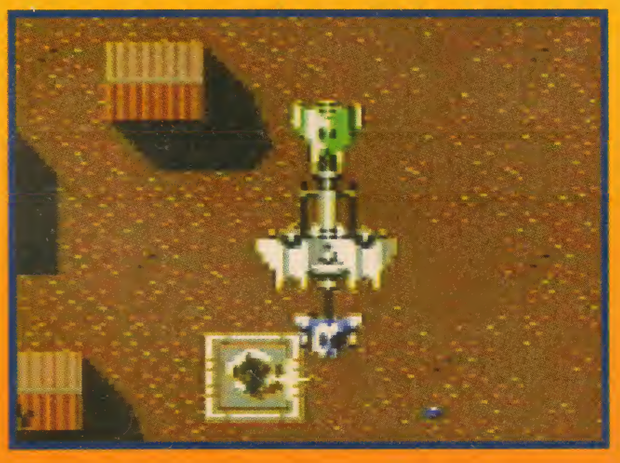
In this vertically scrolling blaster, you have a choice between two attack craft: a helicopter or jeep (both are used in the two-player mode). Your military mission simply consists of blasting the hell out of everything that moves (and most things that don't!) as you cross the vertically scrolling terrain.

The enemy have some pretty impressive firepower; squadrons of fighter jets, heat-seeking missiles and huuuuge gun installations do their best to blow you into tomorrow. You haven't come feebly equipped, though, as your chopper/jeep packs some mean rockets. When destroyed, some of the opposition leave behind power-ups to upgrade your craft. Find a smart bomb and everything on screen will instantly self-destruct. A shield's just as handy, providing you with invincibility for a short period.

The enemy fire isn't the only thing you need to avoid, though — plenty of natural hazards crop up, including craters, chasms (tricky if you're in the jeep) and even volcanos! So fast reflexes and a great trigger finger are a must.

Murder and mayhem

Vertically scrolling blast-'em-ups aren't exactly a novelty, but *Swiv* implements the classic formula extremely well. Graphics are detailed with very little sprite flicker, and the frenzied action never lets up — sometimes there's so many bullets flying, you just get lost in all the mayhem.



● Whoah! This big baddie splits into several pieces, each firing furiously. Those power-ups come in handy here.

JAMES!

● *Swiv* is possibly the best shoot-'em-up available for the Commodore. Taking the form of a vertically scrolling *Silkworm*, the action is fast-paced and frenetic, with the two-player option giving the opportunity for many a violent night with friends. On the negative side, though... hang on, there IS nothing on the negative side! *Swiv* was an absolute essential purchase at full-price; as a budget game it's utterly unmissable. For the paltry sum of £3.99 you're receiving an absolutely classic piece of software: it's a game I'll certainly be playing for a fair while yet.

95%

COMMODORE FORCE HURRICANE HIT!

The jeep/helicopter two-player option is a neat idea (also allowing for two choices of solo play), with each person scrambling to reach the essential power-ups first. The only problem is that whoever's in command of the jeep is at an obvious disadvantage. There are just too many ground obstacles to avoid, whereas the copter flies straight over them.

This game is not easy, in fact it's damned tough and really takes a lot of practice just to crack the first level. But the fast-and-furious action keeps you coming back for more and more.

CHRIS! 85%

GALE WARNING

■ PRESENTATION ■ TWO-LEVEL MULTILOADS, LOTS OF CONTINUE PLAYS — 83%

■ GRAPHICS ■ NICE ATTENTION TO DETAIL, LOTS GOING ON — 81%

■ SOUND ■ SOME REAL GOOD CRUNCHING EXPLOSIONS! — 79%

■ HOOKABILITY ■ EAST TO GET INTO WITH SMART TWO-PLAYER OPTION — 92%

■ LASTABILITY ■ IT'S TOUGH, CHALLENGING ACTION ALL THE WAY — 87%

FORCE FACTOR 90%

PICTIONARY

● The Hit Squad, £3.99 cassette

Charades on paper? 'I'll have to be quick on the draw,' says PHIL 'LEAD IN HIS PENCIL' KING.

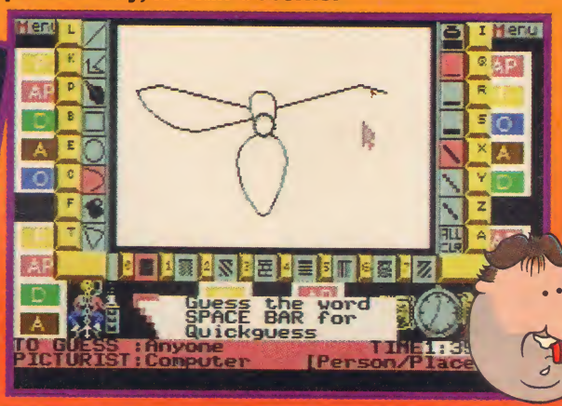
Of all the things you could simulate with a computer — flying a fighter plane, driving a Ferrari, etc — 'doodling with a pencil and paper' seems a bit silly. In *Pictionary*, this is provided by a crude art utility, enabling the creation of circles, rectangles, curves and lines, as well as free-hand drawing. As in the board game, the aim isn't to produce an artistic masterpiece, but to represent a given person/place/object/action well enough so your team-mate(s) can guess it. To prevent them cheating, each word is given only by an alphanumeric code to look up on a special sheet (miniaturised to fit into the budget packaging).

If the word's guessed correctly, the die is rolled and the team's counter moved round the board to another subject square for a repeat performance. The aim is simply to reach the finish first.

If you haven't got enough players to form teams, an alternative mode of play enables individuals to compete, guessing computer-drawn pictures. You can 'buzz in' at any time to anticipate the answer ('can you tell what it is yet?').

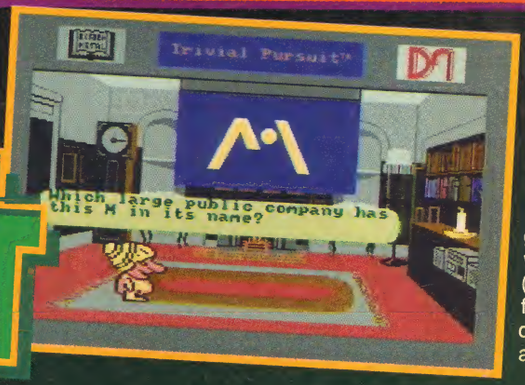
The team game is by far the best, and it really takes some doing to draw something like 'New England' within the (alterable) time limit — especially as the drawing functions are on the slow side. Though it can't compare with scribbling away madly on a piece of paper, *Pictionary*'s still good fun to play with friends or family.

● Can you tell what it is yet? Erm... is it a hand fan? Or could it be a nose picker? Nay, it's Ian Osborne!



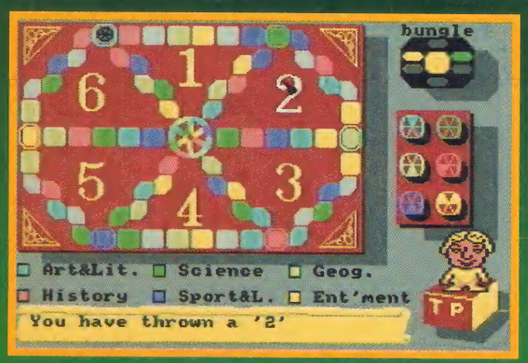
PHIL! 70%

TRIVIAL PURSUIT



● The Hit Squad, £3.99 cassette

'I know it, I know it!' squeaks PHIL 'CAKE WEDGE' KING.



One of my main pleasures is entering pub trivia quizzes — the success of our team usually depends on how many pints we've downed (that's my other hobby) before the quiz starts. So last week I broke open my piggy bank and shelled out £30 for the Trivial Pursuit board game. One week later and The Hit Squad release the computer game for four quid — flippin' typical!

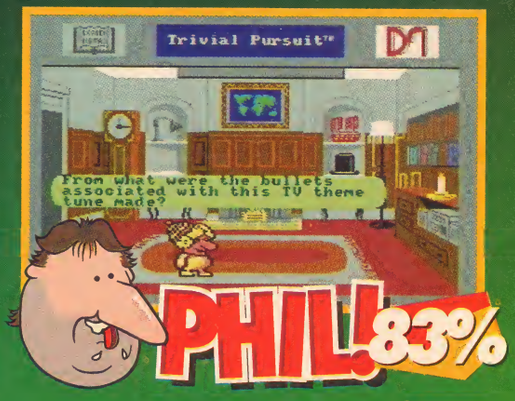
Now celebrating its sixth birthday, this accurate conversion (so how come the catagories are the wrong colours? — Ed) has up to six players going round the board, landing on squares to determine the category of the question asked: get it right and you have another go. The throw of the die is replaced by randomly chucking a dart — super, smashing, great!

Questions are asked by a cute animated chap called TP, who turns on his stereo for musical questions and pulls down a chart for visual ones. Rather than using multiple-choice responses, answering is achieved by shouting out loud, then telling TP whether you were right or not (obvious room for dishonesty here!).

Improvements upon the board game include automatic calculation of which squares you can move to (saves all that counting!), and statistics for all players, showing the number of questions correctly answered/attempted in each category.

The problem with most computer quiz games is the eventual repetition of questions, but TP cleverly shuffles and rephrases them so you don't learn them parrot-fashion, and new question blocks can be loaded in. Yes, it's a well-executed conversion all right, and great value for money — especially compared to the costly board game.

● Some of the questions are showing their age — BT have changed their logo (if not their image) since then.



PHIL! 83%

FREE! FROM SILICA

When you buy your new Atari 520, 1040 or Mega ST-E computer from Silica Systems, we will give you an additional £324.75 worth of software FREE OF CHARGE, including some great entertainment and productivity programs. These free gifts will introduce you to the world of ST computing and help you to get off to a flying start with your new ST. Plus, with every ST and TT, we will give you 16 nights holiday hotel accommodation for you and your family to enjoy a break at home or abroad.

16 NIGHTS HOLIDAY
HOTEL ACCOMMODATION

Every Atari ST from Silica comes supplied with a free 72 page colour brochure with accommodation vouchers. These entitle 2 people to stay up to a total of 16 nights in any of 250 hotels with accommodation FREE. All you have to pay for are your meals (prices are listed in the brochure).

TENSTAR PACK:

ASTERIX	£24.99
CHESS PLAYER 2150	£24.95
DRIVIN' FORCE	£19.95
LIVE AND LET DIE	£19.99
ONSLAUGHT	£24.99
PIPE MANIA	£19.99
RICK DANGEROUS	£24.99
ROCK 'N' ROLL	£19.99
SKWEEK	£19.99
TRIVIAL PURSUIT	£19.95

PRODUCTIVITY PACK:

1st WORD* Word processing package from GST	£59.99
SPELL IT Spelling checker to complement 1st Word	£19.99
ST BASIC Basic programming language with tutorial	£24.99

TOTAL VALUE: £324.75

WORTH NEARLY £325!

*Not supplied with STs where Atari pack already includes 1st Word

NEW ATARI ST PRICES

PLUS! FREE GIFTS FROM SILICA!
SEE PANEL TO LEFT

NEW! REVISED PACK
520ST-E DISCOVERY XTRA

HARDWARE:

520ST-E COMPUTER 8MHz 16-Bit 68000 CPU, 512K RAM, Mouse, TV Modulator, Internal PSU, 1Mb Disk Drive	£249.99

SOFTWARE - ARCADE GAMES:

Final Fight - A superb street fighting game.	£25.99
9 Lives - Cartoon quality platform romp	£24.99
Robot Monsters - Arcade Shoot 'em Up	£19.99
Sim City - Take control of your own city	£29.95

BONUS ARCADE GAMES:

Missile Command	£9.99
Crystal Castles	£9.99
Super Breakout	£9.99
Battlezone	£9.99

SOFTWARE - PRODUCTIVITY:

Neochrome - Art package	£29.99
1st Word - Word processor	£59.99
FirST BASIC - Programming language	£49.99
ST Tour - Tutorial Disk	FREE
ANI ST - Animation Package	£29.95

***PLUS!* FREE FROM SILICA:**

Silica Productivity Pack*	£44.98
TenStar Games Pack	£219.78
Total Value:	£825.55
Less Pack Saving:	£576.55
SILICA PRICE:	£249.00

*Does not include 1st Word

PLUS! 4 BONUS ARCADE GAMES WORTH £39.96
- BATTLEZONE
- CRYSTAL CASTLES
- MISSILE COMMAND
- SUPER BREAKOUT

£249
Inc VAT - Ref: STC 6300

ATARI TT

- 32MHz 32-Bit 68030 Processor
- 3½" 1.44Mb Double Sided Disk Drive
- 2/4/8Mb RAM Versions
- Stereo 8-Bit PCM Sound Output
- 4096 Colour Palette
- Built-in 68882 Maths Co-Processor
- Up to 1280 x 960 Resolution
- VME + SCSI Expansion Ports
- Expandable to 36Mb RAM
- Hard Drive Expansion Options
- *FREE* 16 Nights Holiday Accommodation

2Mb RAM	4Mb RAM	8Mb RAM
£899	£1199	£1499
STC 8925	STC 8939	STC 8977

MEGA STE

- 16MHz 16-Bit 68000 processor
- 3½" 1.44Mb Double Sided Disk Drive
- 2Mb RAM
- Hard Drive Options Available
- 4096 Colour Palette
- Stereo 8-Bit PCM Sound Output
- *FREE* Silica Productivity Pack
- *FREE* Tenstar Games Pack
- *FREE* 16 Nights Holiday Accommodation

SPECIAL PROMO PRICE!
2Mb MEGA ST-E (No hard drive)

RRP ~~£708.83~~ SILICA PRICE **£449**
Inc VAT - Ref: STC 8433

The new Atari Falcon 030 is here! It is a powerful, versatile, multipurpose home computer, offering unmatched performance for its price. Included in its advanced specification are multiple co-processors for sound and graphics, true colour displays from a pallet of over a quarter of a million colours and 16-bit stereo sound input for speech recognition and sound sampling. These all combine to provide a new computer capable of running unrivalled sound, graphics and multimedia applications. The Falcon is an ideal upgrade for Atari ST owners who are looking for a more powerful model, as it is compatible with the majority of ST application software.

1040ST-E MUSIC MASTER

The Music Master Pack features one of the most popular computers used by musicians combined with the renowned MIDI package PRO 24 III to provide a perfect environment for novice and professional alike. The acclaimed MIDI Recording and Editing System from Steinberg, PRO 24 III is used by many top musicians including Dire Straits and PWL. Using any MIDI keyboard, PRO 24 offers the ability to write and compose music to a very high standard. You can record up to 24 tracks simultaneously, and then apply real time editing to remove mistakes.

HARDWARE:

1040ST-E COMPUTER 8MHz 16-Bit 68000 CPU, 1Mb RAM, Mouse, TV Modulator, Internal PSU, 1Mb Disk Drive	£299.99

SOFTWARE:

PRO 24 III	£150.00

***PLUS!* FREE FROM SILICA:**

Silica Productivity Pack	£104.97
TenStar Games Pack	£219.78
Total Value:	£774.74
Less Pack Saving:	£475.74
SILICA PRICE:	£299.00

PLUS! 16 NIGHTS HOLIDAY ACCOM.

NEW! LOW PRICE

£299
Inc VAT - Ref: STC 1261

The Falcon Has Landed!

- 16MHz 32-bit 68030 Processor
- 32MHz Motorola DSP and BLITTER co-processors
- DSP capabilities for voice recognition, speech synthesis and numerous audio special effects
- True colour display: 768 x 480
- 65,000+ colours on screen at once
- Record 8 channel, 16-Bit stereo sound and play back 4 channel, 16-bit stereo simultaneously
- SCSI II, DMA, MIDI IN & MIDI OUT, Stereo audio & microphone ports
- 1.44Mb Floppy Disk
- 1, 4 or 14Mb RAM
- Optional 65Mb Hard Disk
- Built-in ADC & DAC convertors

HARDWARE:
ATARI FALCON 030
16MHz 32-Bit 68030 CPU, 1Mb RAM, 3½", 1.44Mb FDD

SOFTWARE:
CALAPPT - Personal Information Manager - Enhanced version calendar allowing import/export & printing
PROCALC - Calculator
SYSTEM-AUDIO-MANAGER - An Auto Folder/ Desk Accessory combination that allows the user to record sounds from a microphone and assign various system functions
TALKING CLOCK - Announces the time at preset intervals
AUDIO FUN MACHINE - A revolutionary audio program using DSP
LANDMINES & BREAKOUT - Two fully featured games

£499
1Mb RAM, 0Mb HD - Ref: STC 7000

4Mb RAM 65Mb Hard Disk **£899** Ref: STC 7046

NEW! 1040ST-E FAMILY CURRICULUM II

HARDWARE:

1040ST-E COMPUTER 8MHz 16-Bit 68000 CPU, 1Mb RAM, Mouse, TV Modulator, Internal PSU, 1Mb Disk Drive	£299.99

SOFTWARE MODULES:

PLAY AND LEARN - A Game with Words and Sentences	£76.59
JUNIOR SCHOOL - Answer Back/General Knowledge Quiz, Spelling and Primary Maths	£58.54
GCSE - Micro Maths, French, and Geography Quiz	£55.54
HYPER PAINT - Full Colour Paint Package	£39.99
MUSIC MAKER II - Music Creation Software	£49.99
FIRST BASIC - Powerful Programming Language	£49.99
1st WORD - Very easy-to-use Word Processor	£59.99
ANI ST - Animation Package	£29.95

GAMES

9 LIVES - The ultimate in playability! - help Bob Cat save Claudette	£24.99
PRINCE - Do battle in this tenth century game of warfare	£24.95

***PLUS!* FREE FROM SILICA:**

Silica Productivity Pack*	£44.98
TenStar Games Pack	£219.78
Total Value:	£1035.27
Less Pack Saving:	£736.27
SILICA PRICE:	£299.00

£299
Inc VAT - Ref: STC 1272

PLUS! 16 NIGHTS HOLIDAY HOTEL ACCOMMODATION

*Does not include 1st Word

ALL PRICES INCLUDE VAT - FREE OVERNIGHT COURIER DELIVERY IN THE UK MAINLAND

131092-0845

SILICA SYSTEMS OFFER YOU

- ***FREE OVERNIGHT DELIVERY:*** On all hardware orders shipped in the UK mainland.
- ***TECHNICAL SUPPORT HELPLINE:*** Team of technical experts at your service.
- ***PRICE MATCH:*** We normally match competitors on a "Same product - Same price" basis.
- ***ESTABLISHED 14 YEARS:*** Proven track record in professional computer sales.
- ***£12 MILLION TURNOVER (with 60 staff):*** Solid, reliable and profitable.
- ***BUSINESS + EDUCATION + GOVERNMENT:*** Volume discounts available **081-308 0888.**
- ***SHOWROOMS:*** Demonstration and training facilities at our London & Sidcup branches.
- ***THE FULL STOCK RANGE:*** All of your requirements from one supplier.
- ***FREE CATALOGUES:*** Will be mailed to you with offers + software and peripheral details.
- ***PAYMENT:*** Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE 081-309 1111

SILICA SYSTEMS

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-309 1111**	
Order Lines Open: Mon-Sat 9.00am-6.00pm	No Late Night Opening	Fax No: 081-308 0608	
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	**Tel: 071-580 4000**	
Opening Hours: Mon-Sat 9.30am-6.00pm	No Late Night Opening	Fax No: 071-323 4737	
LONDON SHOP:	Selfridges (1st Floor), Oxford Street, London, W1A 1AB	**Tel: 071-629 1234**	
Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm)	Late Night: Thursday - 8pm	Extension: 3914	
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-302 8811**	
Opening Hours: Mon-Sat 9.00am-5.30pm	Late Night: Friday - 7pm	Fax No: 081-309 0017	
ESSEX SHOP:	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA	**Tel: 0702 462426**	
Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm)	No Late Night Opening	Fax No: 0702 462363	

To: Silica Systems, CFORC-0193-79, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A BROCHURE ON THE ST RANGE

Mr/Mrs/Miss/Ms: ..... Initials: ..... Surname: .....

Company Name (if applicable): .....

Address: .....

.....

..... Postcode: .....

Tel (Home): ..... Tel (Work): .....

Which computer(s), if any, do you own? 79E

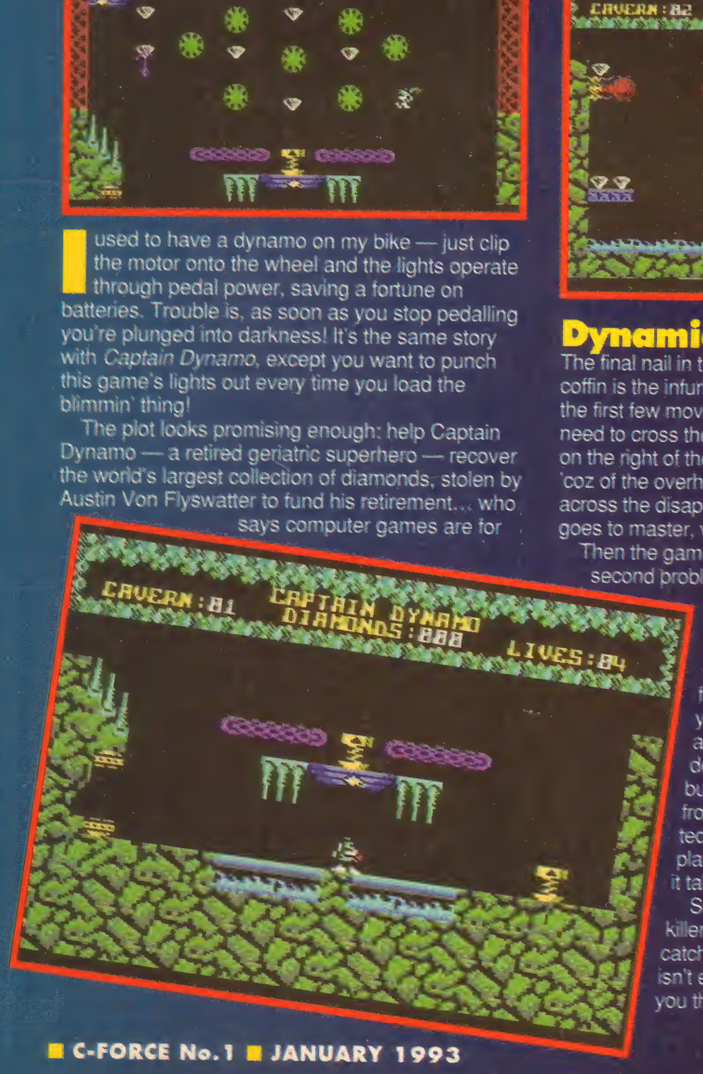
CAPTAIN DYNAMO

● CodeMasters, £3.99 cassette

Dynamic Dude or Dreary Disaster? IAN 'OAP' OSBORNE dons his coloured tights and checks out Codies' latest platformer!

I used to have a dynamo on my bike — just clip the motor onto the wheel and the lights operate through pedal power, saving a fortune on batteries. Trouble is, as soon as you stop pedalling you're plunged into darkness! It's the same story with *Captain Dynamo*, except you want to punch this game's lights out every time you load the blimmin' thing!

The plot looks promising enough: help Captain Dynamo — a retired geriatric superhero — recover the world's largest collection of diamonds, stolen by Austin Von Flyswatter to fund his retirement... who says computer games are for the young? A vertical push-scroller, you start the game at the foot of the first cavern and leap your way upwards till you reach the top. It's a bit like *Rainbow Islands* in this respect, but without the fun. You see, *Captain Dynamo* is a complete pile of todge that anyone who isn't suffering from premature senility should avoid like a rusty Zimmer frame.



So why is it so awful? Well for starters there's the graphics. Dated. Speccy-esque scenery meets one of the most badly animated main sprites I've ever seen. Then there's the instructions. 'Push the joystick up and press fire for a power jump,' they scream. Dunno what's so blimmin' powerful about it, you don't jump any higher. The only time holding 'fire' does anything is when you're clinging to one of the helicopter-thingies that carry you to higher platforms, and the instructions don't mention this at all! Oh yes, don't try to 'jump on top of enemies to kill them' either — it doesn't work, despite what the inlay tips say!

Dynamic doo

The final nail in the game's already well-constructed coffin is the infuriating gameplay. Let's go through the first few moves, step by step... First of all, you need to cross the acid pools to reach the trampoline on the right of the screen. You can't jump over them 'coz of the overhead spikes, so you'll have to dash across the disappearing platforms. It takes a few goes to master, which is fair enough.

Then the game takes a huge nosedive with the second problem: the green pinball bumpers. As soon as you hit 'em you're sent bouncing around with little (if any) control over your sprite. It's unbelievable! You can even nip off for a cuppa and, when you return, you'll still be ricocheting away. To add insult to injury, the collision detection's so bad you'll bounce off a bumper while you're a fair distance from it. This is one of the most boring, tedious devices I've ever seen in a platform game, and even with practice it takes ages to get through.

Succeed and you're faced with a killer leap that depends on your catching one of those helicopters, which isn't easy when the Captain's grip makes you think he's got arthritis. Then there's a disappearing platform puzzle, made more difficult by sluggish controls. Miss it and you're sent right back to the start, wondering whether to brave the pinball-ish bit again or kick the game across the room.

Not particularly inspiring, is it? I'd like to say it gets better as you go, but it doesn't. The basic concept behind *Captain Dynamo* is sound but the design layout is one of the worst I've ever seen. Do yourself a favour and give your money to Help The Aged instead — you'll have far more fun!

PHIL!

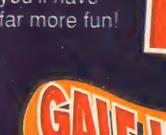
● Arrrrgghhhh! I've never known a game as frustrating as this. Get over the deadly spikes, bounce around like a pinball, eventually grab onto the rising 'helicopter', gradually climb further up the scrolling cavern — then make one tiny error and you're plonked right back at the start again. And that's just the first level! I'm all for challenging gameplay (lacking in a lot of recent releases) but this is ridiculous. It ruins what could've been a neat platform game — haven't the programmers ever heard of restart points or level passwords? (Er, there *are* restart points, Phil, only they're practically impossible to reach! — Ed). In fact, if you've got an Action Replay cart you can 'freeze out' to save your position every so often (how did you think we got these screenshots?), but it's still way too hard too soon.

29%

IAN!

26%

GALE WARNING



■ PRESENTATION ■
NOT A LOT, APART FROM THE USUAL LOADING SCREEN
24%

■ GRAPHICS ■
SPECTRUMMY GRAPHICS AND LOUSY ANIMATION
40%

■ SOUND ■
A FAIR TUNE, BUT IT'S COMPLETELY WRONG FOR THE GAME
30%

■ PLAYABILITY ■
IT'S TERRIBLE! BORING, FRUSTRATING, TEDIOUS DRIVEL!
19%

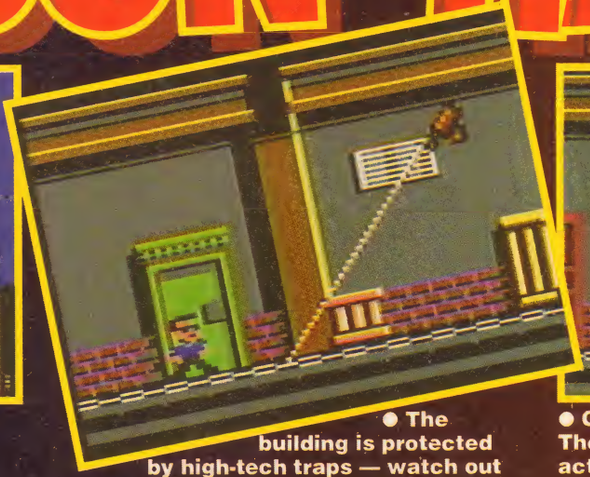
■ LASTABILITY ■
YOU HAVE TO FORCE YOURSELF TO PLAY IT TWICE
20%

FORCE FACTOR 27%

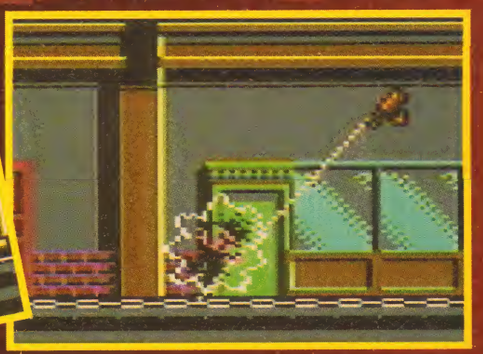
HUDSON HAWK

COMMODORE FORCE HURRICANE HIT!

● The intrepid Hawk has a head for heights — it'd be a hair-raising experience... if he had any!



● The building is protected by high-tech traps — watch out for that laser beam, Brucie, or it'll singe off what little hair you've got!



● Ouch! That'll teach him to 'sing' 'Under The Boardwalk'! Why doesn't he stick to acting? On second thoughts...

● The Hit Squad, £3.99 cassette

He climbed mountains, ran through minefields, infiltrated the supposedly impenetrable fortress, quietly unlocked a safe and took the small package that lay inside. Then JAMES 'SUPERHERO' PRICE burst into the COMMODORE FORCE office to load it on the C64, only to discover he'd returned with a box of choc's by mistake!

I don't think anyone who actually saw the *Hudson Hawk* film came away satisfied. Luckily, the Ocean conversion is a far superior affair, taking the form of an arcade-adventure/platform game.

Level One begins with Hawk standing outside Rutherfords Auction House. Your objective is to enter the building, avoiding the security system, and escape having stolen Leonardo Da Vinci's 'Horse Sculpture'. Levels Two and Three follow a similar sort of theme (ie platform-oriented theft) but become slightly more difficult.

Mr H is an agile fellow, bouncing around and manipulating scenery to assist his crooked aims. He moves in a style very similar to that of Rick Dangerous, and throws 'balls' at his assailants, knocking them for six.

Bowled over

This all sounds great fun but, believe me, you don't know the half of it. You see, Hudson Hawk was programmed by Special FX, arguably the best programming team in the country. The graphics and sonics are up to an amazingly high standard, with some great animation complementing Hawk's movements. You might think that three levels is not enough for a platform game, but every level is split up into various sections, each with different graphics and escape (or entry) routes.

My only gripe is the multiload. However, this seems to have been incorporated to allow for the many graphical effects: little touches such as being thrown off the building by a guard dog, extractor fans that really extract and the wonderful end-of-level screens — at the end of Level One, you're rewarded with an excellently drawn replica of Mr Leonardo's horsey.

So, if there are any of you who missed it first time round, don't hesitate to buy it now. An essential part of anybody's software collection, *Hudson Hawk* is *the* platform game to get at the moment.

JAMES! 93%

■ PRESENTATION ■ MULTILOAD (NOT A BAD ONE), BRILL LOADING SCREEN — 88%

■ GRAPHICS ■ GREAT ANIMATION, COOL SPRITES AND BACKDROPS — 92%

■ SOUND ■ BRILLIANT MUSIC, SPOT FX DURING GAME — 89%

■ HOOKABILITY ■ PLATFORM JUMPING IS COMPULSIVE FUN — 89%

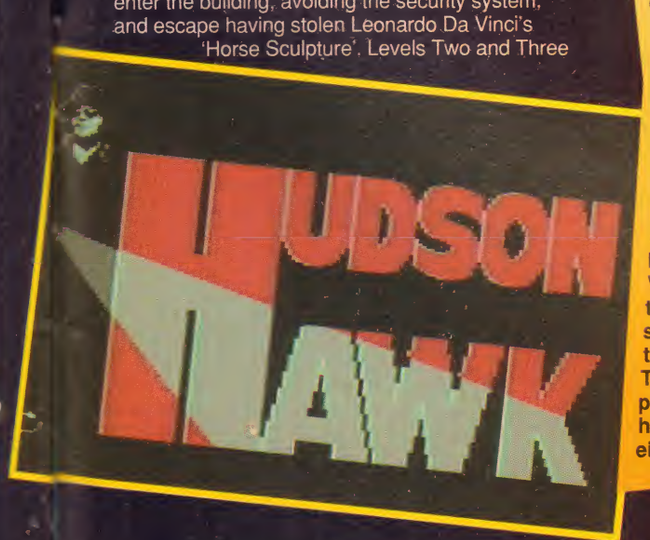
■ LASTABILITY ■ BIG CHALLENGE AND GRAPHIC VARIETY KEEP YOU HOOKED — 92%

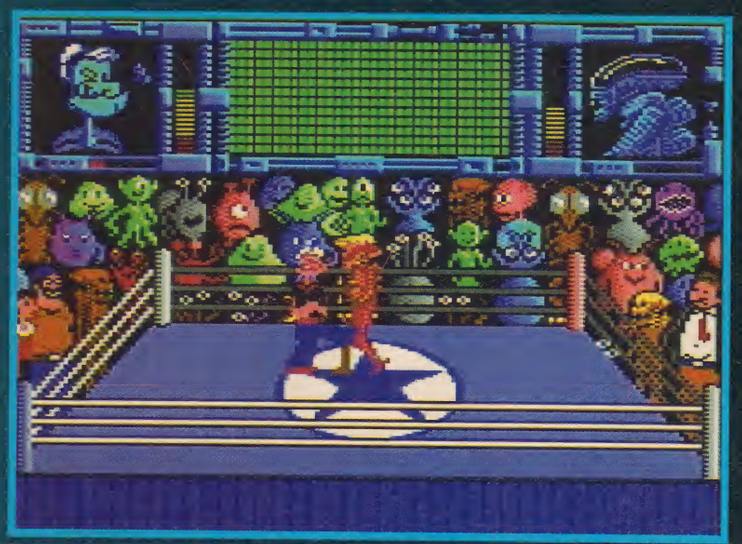
FORCE FACTOR 94%

PHIL!

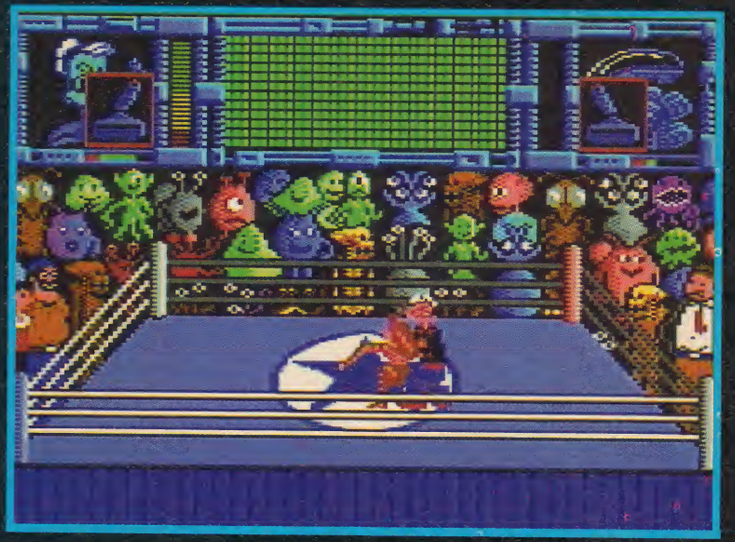
● I still haven't seen the film, so I couldn't tell whether this is an accurate conversion of it. What I do know, however, is that it's a blockbuster of a game. The action is fairly conventional platform fare, but it's so well implemented, so polished, the lack of innovation doesn't matter. Gory, movie-style special effects are provided on contact with the ingenious traps, including electrifying lasers, impaling spears, and sucking air ducts. Fun touches, like the Rottweiler dragging you off the roof at the start, help create a tongue-in-cheek (typical Willis) atmosphere to complement the thrilling gameplay. As for the backdrops: superbly detailed, shaded and varied, they'd put some movie sets to shame. This is one hell of a quality product — and you don't have to watch Bruce's acting either!

94%





● See that Olive? Thats your girlfriend that is. See that Alien? Thats Steve Sheilds on the morning after his birthday (no joke) See that fat person? Thats Phil King (true!)



● Popeye decides that we shouldn't be fighting creatures from outer space - we should be making friends with them. Here he is seen demonstating this by cuddling the alien

POPEYE 3

● Alternative, £3.99 cassette

The general consensus about new-boy JAMES 'YEAH, LIKE OKAY' PRICE is that he's 'an ugly blond swine.' So how come he's so successful with the ladies? Maybe it's something to do with all that spinach he eats?

A high percentage of licences bear little or no resemblance to the subject matter. The Popeye we know is quite a scrawny fellow with an ugly girlfriend called Olive. He eats a lot of spinach to give him the strength to fight his arch-rival: a fat bearded bully called Bluto. The first two Popeye licences managed to incorporate all this quite admirably (particularly the earlier Don Priestley game) but *Popeye 3*'s a totally different kettle of spinach.

You see, it's a wrestling game. Popeye has been chosen to compete in an intergalactic tournament, fighting everything from H R Giger-style aliens to squat, dragon-type beasties. To me, this seems like blatant misuse of a licence — when did our favourite sailor ever have anything to do with things from other planets?

Strong-arm tactics

Also, whereas the first two games required skill and timing, *Popeye 3* involves little more than rapid joystick waggling. You move around the ring until the computer decides both opponents are in a position to engage in a grapple. Once this has happened, frenetic waggling is required until either you or your assailant get a better hold. The usual result is one of you lying on the floor with the other jumping up and down on his head. Occasionally Popeye takes the law into his own hands and executes a 'piledriver' (bouncing someone on their head).

It's possible to kick your opponent (wow!) while moving around the ring, but it's a weak and ineffectual move by a poorly animated sprite.

I also noticed Olive (standing by the side of the ring) holding a can of spinach, presumably for me. So I collected it, but the only result was a Dennis-The-Menace-style 'fighting cloud' with the wrestlers' fists shooting out every so often. Sadly, as ever, the winner was the one who waggled more and didn't use skilful joystick movements.

My arm soon started to ache — and I hate arm-aches almost as much as I hate feeble wrestling games (or the FORCE crew taking the pee out of the way I speak... like).

With all the rereleases on the market at the moment, I rather hoped Alternative could come up with something more original. Sadly, *Popeye 3* falls to the canvas in the first round.

JAMES! 23%

GALE WARNING

■ PRESENTATION ■ POOR MULTILOAD, RINGSIDE 'ALIENS', TWO-PLAYER OPTION — 62%

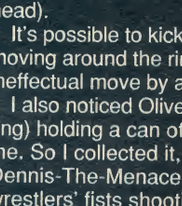
■ GRAPHICS ■ SERVE THEIR PURPOSE, BUT SOME VERY DODGY ANIMATION — 62%

■ SOUND ■ FAIR POPEYE THEME, FARTY NOISES DURING FIGHT — 54%

■ HOOKABILITY ■ I'D RATHER EAT MY PANTS THAN PLAY IT AGAIN — 25%

■ LASTABILITY ■ AMOUNT OF OPPONENTS DOES LITTLE TO IMPROVE MATTERS — 31%

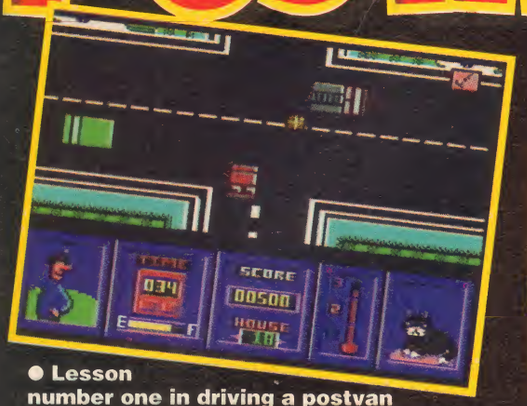
FORCE FACTOR 24%



PHIL! 25%

● What a pity the programmers didn't eat their spinach. I'd rather be thrown overboard in the Arctic Ocean than play this game a moment longer. It's trying desperately to be the next *WWF*, and failing miserably. Popeye's kick is a waste of time, so the only thing left to do is get Into a clinch and waggle the joystick like mad. Not only is this tiring on the arm (you end up with a biceps like an anvil), it's even more numbing for the brain. A good combat game requires at least some variety of moves to make it interesting. Lacking this essential ingredient, even *Popeye 3*'s two-player mode can't provide any fun.

POSTMAN PAT 3



● Lesson number one in driving a postvan has to be that driving into the side of a lorry stings a bit — so be careful!

● Alternative, £3.99 cassette

Shock horror! Has Pat got the sack? Well, yes, he gets it every morning! PHIL 'MALE BAG LADY' KING thinks that's the ideal job for him, and grabs his hat and cat...

Why ever would Pat deliver telephone directories? Surely all his customers will start ringing each other instead of writing, and he'll end up with no letters and no job? Not only this, but he's doing a spot of moonlighting. His old pal Delivery Man Dan has broken his leg, so Pat agrees to help out by distributing those phone books for him.

For such heavy objects he has a strange way of delivering them. Instead of sticking them through letterboxes and running the risk of dog bites, he just flings 'em in the general direction of houses as he passes in his van. It's a sort of vertically scrolling *Paperboy*, but not half as playable. As in that game, the hazards appear in a set pattern: lorries, cars and bikes arrive from in front and behind — and from the sides at junctions. Smashing into these (even juggernauts) doesn't result in a Pat-splat, but too many dents in his van (or missed deliveries) and it's game over.

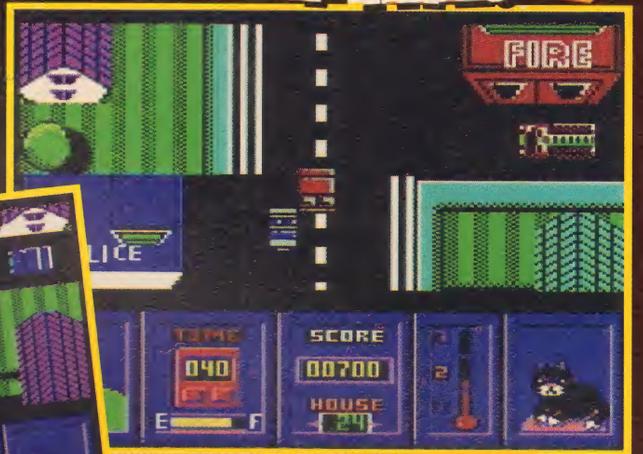
Hate mail

Traffic is very difficult to avoid, especially when there's roadworks or nails on the other side of the road. So it's a frustrating affair until you learn where vehicles are coming from.

This is the case even on the easiest of three levels. In fact, the only difference between these is your method of parcel-flinging: flying in the right direction automatically, going in the direction selected by joystick, or going the same way as the side of the road you're on. It's hair-tearing stuff, with extra problems caused by a time limit and rapidly diminishing fuel — you need to stop at petrol stations to complete a full week of deliveries.

All in all, it's a very poor use of the licence: Pat isn't even doing his usual job, there's no sign of any of the other characters and Jess only appears as a static pic in the status panel. It looks very much like the licence was tacked onto a completely unconnected game. This might be forgiven if it was at all playable but it's hellishly frustrating, trial-and-error material. Just like a postage stamp, you can stick it.

PHIL 43%



● Phil? Phil? Are you sure that you should be stealing his van? I've heard that Jess gets very nasty when people upset him.

JAMES!

● I was surprised to discover Pat had starred in two other games, and quite curious whether they're as diabolical as this one. Pat was never a favourite character of mine, even though he has a big nose (just like me) — and his cat seemed a bit manky, to be brutally honest.

The game is a basic 2-D *Paperboy*, with a jerkily scrolling background moving with a grace usually associated with Phil King after a couple of pints at lunchtime. The rendition of the Postman Pat theme does little to improve affairs (the tune is as irritating as Ian Osborne's laugh).

So, without any further ado, we'll fade out this comments box with a slightly altered version of the song...

Postman Pat, Postman Pat, Postman Pat ran over his cat,
Early In the morning, the eager flies were swarming,
Now Patrick's really not a happy man.

44%

GALE WARNING

■ PRESENTATION ■ NOT MUCH DIFFERENCE BETWEEN THREE SKILL LEVELS — 45%

■ GRAPHICS ■ THIS MEARLY LOOKS LIKE A POOR *SEUCK* EFFORT — 41%

■ SOUND ■ MINIMAL EFFECTS, OKAY RENDITION OF TV THEME — 59%

■ HOOKABILITY ■ MORE OFF-PUTTING THAN A RABID ROTTWEILER — 43%

■ LASTABILITY ■ IT'S TOUGH, AND FRUSTRATION MAKES YOU GIVE UP — 44%

FORCE FACTOR 43%

TEST DRIVE II THE DUEL

● Brrrmm... hit that pedal and feel the power of your supercar as you accelerate past other road users. Watch out for oncoming juggernauts though.

● Even supercars have to stop for gas — they don't half burn up the fuel. Fill 'er up, mister — and don't forget to give me my free set of tumblers!

● The Hit Squad, £3.99 cassette

Trundling round the streets of Ludlow in a Metro may not have much in common with driving a Porsche over perilous cliff-top roads but, as JAMES 'MOTORMOUTH' PRICE pointed out, we don't have any cliffs near Ludlow!

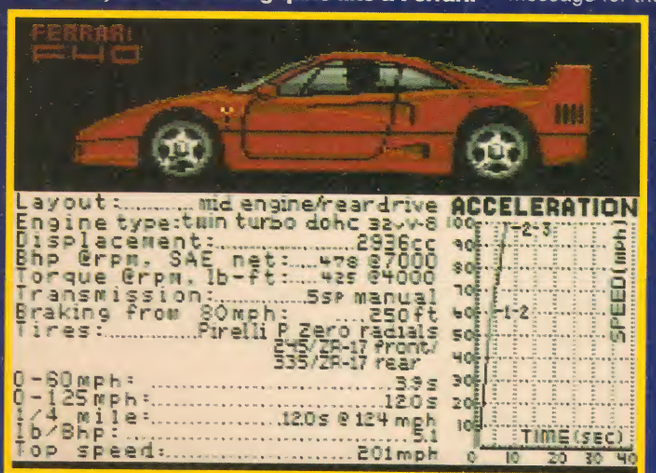
As strange as it may seem, Phil's Metro and *Test Drive II* have a lot in common. Perhaps if I elaborate, things may become a little clearer...

As with all Accolade (the original producers) games, the presentation is fantastic, with large animated cars whizzing around on the title screen and some excellent static pictures of gas stations at the end of each section. The choice is given on the options screen (also very well presented) to either race against the clock to reach the next checkpoint, or enter a 'duel' with a computer-controlled competitor.

Once in the car, your 3-D view of the road ahead is shown above a plush dashboard, steering wheel and gear-stick. A rear-view mirror enables you to keep an eye out for your rival and block his overtaking manoeuvres.

After screeching off the starting line I was a little surprised (not to mention perplexed) when I soon careered into the back of a fellow road user. Following a quick recovery (from a written-off Porsche to a showroom-new one in seconds) I started the engine again and was soon bombing down the freeway. A few goes later I found myself confronted with the 'Game Over' message for the umpteenth time, as it appears head-on collisions are not the in-thing these days (come back, *'Iron Man'*!).

● Now that's what I call a car. Just take a look at those figures. Never mind Jags and Prosches, there's nothing quite like a Ferrari.



Making passes is risky

While I enjoyed the fairly high speed of the game, I feel a little more warning could have been given concerning the oncoming traffic. Every time you pull out to overtake you put your life in the hands of a random element — very frustrating. Secondly, the multiload is a pain in the bottom. Every level has to be loaded separately, as do the gas-station pictures. This means the game flows very badly, and you find yourself getting more and more infuriated (just like in Phil's Metro, when you get overtaken by a push-bike!).

On the positive side, the graphics are excellent and this has to be the most realistic C64 driving game available. The title music's a little disappointing, but the in-game engine noises are some of the best heard on the 64 so far.

If you enjoy driving games and are a balanced-enough person to ignore the faults, *Test Drive II* should be a definite addition to your Christmas list.

PHIL!

● Ah, this is the life, motoring along in a Porsche or Ferrari. For those who can't afford their dream cars, *Test Drive II*'s a reasonable substitute. The 3-D's on the jerky side, but moves fast enough. The one problem is the suddenness with which oncoming traffic appears — a bit unfair. However, the cars and juggernauts are well drawn, and realism is heightened by some meaty FX from your engine. Zooming past roadhogs and outrunning the cops is all great fun, not to the mention the running battle against your computer opponent — there's nothing quite so satisfying as passing another supercar.

75%

JAMES!

72%

GALE WARNING

■ PRESENTATION ■ COOL INTRO SCENES, IRRITATING MULTILOAD — **82%**

■ GRAPHICS ■ BRILL DASHBOARD ANIMATION, GOOD MAIN VIEW — **83%**

■ SOUND ■ GOOD ENGINE NOISE, FEEBLE MUSIC — **64%**

■ HOOKABILITY ■ REALISTIC ACTION ONLY MARRED BY LOADING SYSTEM — **76%**

■ LASTABILITY ■ FAIR AMOUNT OF TRACKS, QUESTIONABLE VARIATION — **61%**

FORCE FACTOR 73%

BASH YER BRAINS

He's big, he's bold, he's Bash the Barbarian. When he's not blunting his axe on orc skulls, the bulky brute sharpens his brain on the mystical plains of C64 Adventuredom.

Greetings adventure fans. One or two text warriors seem to be having trouble with a few mighty foes. Why they sent requests to Lloyd Mangram and the Tips Clinic is anyone's guess — the Tipster's a total wimp who wouldn't know a battleaxe from a blunderbuss, and we NEVER give tips on the letters page! If you want help with an adventure, **FOR CROM'S SAKE WRITE TO 'BASH YER BRAINS!'**

● Londoner **A Khan** is having trouble with his copy of *Bloodwych*, which keeps crashing when he gets to a certain stage. 'I haven't been able to contact Imageworks or Mirrorsoft,' he explains. The title is now owned by Acclaim — contact their PR company **Poole Edwards** at *2nd Floor, 44 Charlotte St, London W1P 4HA*. And don't forget your address like you did in your letter to us!

● **Matt Lomax** has a whole list of questions. Firstly, he asks, 'Is there an adventure for the C64 called *Heroes Of Karn*?' Yes, it was released in the mid-1980s, by Interceptor Software.

'What's the best adventure?' he continues. Well that's a matter of opinion, but I will say that modern, mail-order games are usually better than so-called professional adventures of yesteryear. Check out my reviews if you want an accurate buying guide.

'Could you give me River Software's address?' Sure — it's *44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL*.

'And where can I get hold of *The Hobbit*?' Call Beau Jolly on 0737 222 003 and ask about *The Tolkien Trilogy*, and no, I didn't like *Lord Of The Rings*, it's a classic case of a dud game that sold on its licence.

● **Stuart Sumner** of Wythall, Birmingham is looking for some golden oldies. The ones he's after are *Colossal Adventure*, *Adventure Quest* and *Dungeon Adventure*. As far as I'm aware, Level 9 still hold the rights to their games, but aren't marketing them. I suppose you'll have to search car boot sales and second-hand shops. Sorry!

OVER YONDER HILL...

If you're wondering why I'm always mentioning The Guild, it's because they're the most active scholars of adventure-lore on the scene. If anyone else is marketing a game, feel free to send it in. Guild arch-mage Tony Collins has picked up the rights to convert several Spectrum adventures to the C64, so here's a quick roundup of what's over yonder hill!

● ***Run Bronwyn Run*, by Larry Horsfield**
Condemned to an arranged marriage with a man you despise, you seek to escape from your father's kingdom. Can you make it to safety?

● ***Axe Of Kolt*, by Larry Horsfield**
One of the most acclaimed Spectrum adventures ever finally hits the Commodore!

● ***Magnetic Moon*, by Larry Horsfield**
Your starship makes a forced landing on a mysterious planet, only to find it's unable to take off again! Ordered to stay on board and take no part in the exploratory mission, you have other ideas...

● ***Starship Quest*, by Larry Horsfield**
The dynamic sequel to *Magnetic Moon*. Explore a hostile planet, meeting all sorts of odd individuals.

● ***Grueknapped*, by Bob Adams**
Trapped in the lair of the Grue (a hideous creature that lives in dark caves), you'll need all your wits about you if you're to escape.

● ***Krazy Kartoonist Kapers*, by Kez Grey**
Who says the interactive character in adventures has to be a warrior or a wizard? In *Krazy Kartoonist Kapers* you play a dog!

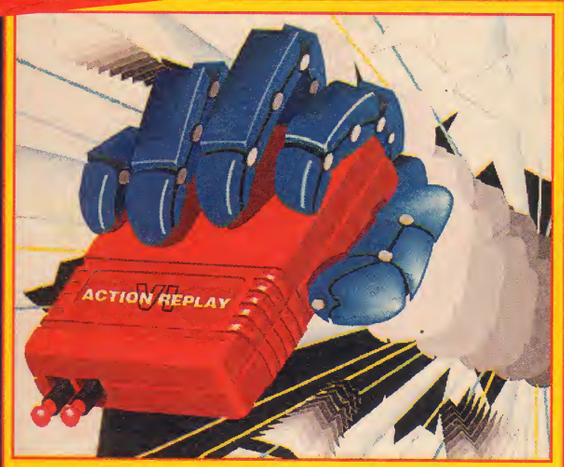
● ***Desmond And Gertrude*, by Scott Denyer**
A Romeo-And-Juliet-style love affair, you must guide the terrible twosome into each other's arms. The Spectrum version lets you change between characters at will, but it's not yet clear how this will translate to the Commodore.

● ***Microfair Madness*, by Gareth Pitchford**
All the fun of the fair — the Microfair that is! Look out for the Goons, Jean-Michel Jarre, Steve's clapped-out Skoda, and more... now where did I put that ticket?

Quite a few of these games will be disk only. Look out for full reviews in Bash Yer Brains — more news as it's made.

THE FORCE FE

COMMODORE FORCE



ACTION REPLAY MARK VI

" The ultimate feature packed utility cartridge ever conceived for the CBM 64/128 systems. Press the cartridge "freeze button" and unleash the powerful Graphics, Backup and monitor utilities. Fastload a 200 block program in under 6 seconds. How have you survived without this?"

PRICE: £34.95 REF. NO. 6318

LIGHT PEN

The Trojan C64/128 light pen can be used as a complete replacement for the mouse in many applications. Particularly useful in drawing and design, the two button pen provides the user with a very direct method of control. Pack also includes Pen Master art program and a basic program to allow users to write their own pen compatible software.

Code 6327 £26.95

CORISH'S COMPUTER GAMES GUIDE

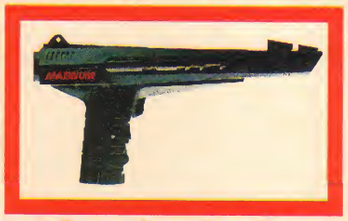
This book helps on just about any game you care to name on a wide variety of computer formats. Covers backdoor codes left by the programmers, cheats and tips to get past your opponents, how to skip levels, pokes for infinate lives, time etc plus many other options. This is the ultimate hint book with * In excess of 750 pages, * In excess of 1250 games, * In excess of 200 adventures, * More than 12000 hints, Tips & Pokes.

COST £14.95 CODE 6331

STAR CURSOR JOYSTICK

This new joystick will give you maximum results in game play. It is comfortable, easy to use and is of arcade quality. The Star Cursor Joystick is the closest thing to having your own arcade game in your home, it also comes with a 1 year guarantee.

Code 6326 £17.95



Also includes six games

Operation Wolf
Gunslinger,
Cosmic Storm

Trojan Phazer gun opens a whole new phase of computer entertainment. This advanced light phazer presents a challenge of skill and accuracy for C64 users of all ages.

Price: £22.95
Ref no: 6302

Ghost Town
Baby Blues
Goose Busters

ELD PLAZA!

TURBO DATACORDER

Got loads of great C64 tapes that, er... won't load? Worry no more, just splash out on a Commodore Force TURBO DATACORDER and wave goodbye to those tape trubs!

£25.99
Ref: 6351

ZZAP! 64 BACK ISSUES

With tape £2.50 each
£12.00 for any six.
Issues we have are 26, 44, 45, 50, 61-63, 65, 66-78, 80-90. We also have a number of back issues without tape at £2.00 each - Phone for details

CHRISTMAS ACCESSORY PACK

COMMODORE FORCE BINDER
CASSETTE BOX
DUST COVER
35MM FILM
CALCULATOR
CODE: 6356
PRICE: £12.95

Ordering is easy. Please complete the form below remembering to clearly indicate which product you require along with our reference number if shown or the type of computer and cassette/disk format you require. Then send the form to our FREEPOST address or if you prefer fax it or telephone our 24 hour hotline

COMMODORE FORCE BINDER

Using a strengthened steel rods, this handsome binder, embossed with the COMMODORE FORCE logo, will hold 12 issues of your favourite magazine securly in place Back Issue Binder

£5.95 Ref: 6355.

ZZAP! BINDER

Code:6354
Price: £1.50
REDUCED TO CLEAR!

COMMODORE FORCE ORDER FORM

PRODUCT DESCRIPTION	REFNO/FORMAT	PRICE
Please add postage as detailed below (UK free of charge)		

POSTAGE: Add £4 for Eire/Europe, £6 for overseas unless specified above

TOTAL £

Offers subject to availability,
Overseas orders despatched by Airmail,
All prices include postage, packing and VAT
Valid to January 31st 1993.

Send to: Europress Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB (no stamp needed if posted in UK)
Products are normally despatched within 48 Hrs of receipt but delivery of certain items could take upto 28 days

Order at any time of the day or night

By phone: 051-357 1275
By fax: 051-357 2813
General Enquiries: 051-357 2961

Don't forget to give your name, address and credit card number

I wish to pay by:

☐ Cheque/Eurocheque made payable to Europress Direct.

☐ Acess/Mastercard/Eurocard/Barclaycard/Visa/Connect. Expiry Date /

Name _____ Signed _____

Address _____

_____ Postcode _____

Daytime telephone number in case of queries _____

NEXT MONTH!

MAY THE FORCE BE WITH YOU!

IN THE SECOND SIZZLING ISSUE...

RAVE REVIEWS!

CHECK OUT NEXT MONTH'S ISH FOR SOME SPECTACULAR GAME REVIEWS!

JIMMY'S SUPER LEAGUE — Mega management sim from Beyond Belief!

BIG BOX 2 — Marvellously massive compilation from Beau Jolly.

LOCOMOTION — DMI's railway rave. It ain't for train spotters!

HOOK — A complete playing guide for Ocean's fairy tale!

HEAD-SCRATCHING HEAVEN!

We bring you the very best in puzzlers! Rearrange Maggie's features in *Split Personalities*, drive yourself loopy with *Loopz*, and play-it-and weep with *Tetris* — if you like games that are solved by brainpower and not rapid wrist movement, next month's roundup is for you!

COMMODORE FORCE SPECIAL RESERVE!

Okay, okay, I'm convinced — I know I can't live through the festive season without COMMODORE FORCE, so I'm doing something about it. Please save me a copy every single month, and I'll wend my weary way to your door to collect it (of course, if I subscribed I'd get it posted through MY door, but there you go).

MY NAME .....
MY ADDRESS .....
.....
MY POSTCODE .....
MY NEW YEAR'S RESOLUTION.....
.....

Ho ho ho, little Commodore chum, have I got a surprise for you?... Look out for a spectacular computerized Christmas card from ace programmers Ash & Dave!

ISSUE TWO OF COMMODORE FORCE GOES ON SALE, 24 DECEMBER — JUST £2.95, DON'T MISS IT!

YOUR GAMEPLAY DESERVES THE BEST!

EUROMAX PRESENTS

THE USA'S NO 1 BRAND

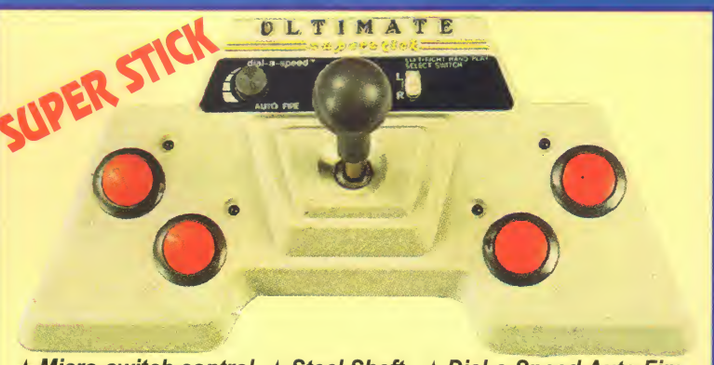
Beeshu

ZOOMER

★ True ardace style, ★
★ Dial-A-Speed .Auto Fire, ★
★ Contoured handle for more control, ★
★ Fire Buttons, ★
★ Stress Relief on Cord, ★
★ Extra long 10 foot cord, ★
★ 4 Suction feet for arcade type play.★

★ 2 Trigger Buttons,
★ Contoured Handle and Base,
★ 8 Directional Control,
★ 2 Base Buttons,
★ Auto-Fire Switch,
★ Stress Relief,
★ 4 Rubber Suction Feet.

For Use With Atari, Commodore and Amiga



★ Micro-switch control, ★ Steel Shaft, ★ Dial-a-Speed Auto Fire, ★ Left or right hand play, ★ 4- LED Lights on trigger buttons, ★ Contoured handle for more control, ★ 4-Jump/Fire Buttons, ★ Stress relief on cord, ★ Extra long 10 foot cord, ★ 5 suction feet for arcade type play, ★ True arcade style.

AVAILABLE FROM ALL GOOD COMPUTER STOCKISTS

PHASE 9 EUROMAX Beeshu

BESSINGBY WAY, BRIDLINGTON, YO16 4SJ 0262 602541

Chuck Rock certainly lives up to his name as he chucks rocks at anything in his path on his way to rescue his beautiful wife Ophelia from the evil clutches of his arch enemy Gary Gritta. Chuck kicks and belly-butts his way through the 25 Zones in five unique areas of exciting and addictive gameplay.

SCREEN SHOTS FROM COMMODORE AMIGA VERSION

CORE DESIGN LIMITED

Now Available on C64!

Access VISA

Suite C Tradewinds House 69/71A Ashbourne Road Derby DE3 3FS Telephone: (0332) 297797 Facsimile: (0332) 381511